

PSI
WATCH



CHRIS A.
FIELD

UNLIMITED EDITION

OGI
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PSI-WATCH: UNLIMITED EDITION

Written by Chris A. Field

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Dedicated to Jim Lee, Rob Liefeld, Marc Silvestri, Todd McFarlane, Erik Larsen, Jim Valentino and Brandon Choi, Warren Ellis, James Robinson and Alan Moore among many others.

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PSI-WATCH: UNLIMITED EDITION

presents a slick, stylish new way of looking at psionics, not to mention modern espionage and supers gaming. The campaign setting owes a major debt to my life-long love of comics, and is inspired by my generation's comic book renaissance.

When Image Comics debuted in 1992, it was a hyper-violent, vibrantly colored underworld of government conspiracies, cybernetically enhanced mercs, psionic super soldiers, covert corporate strike teams and subtle alien invasions. While all too many of the early Image issues were crudely written and amateurishly plotted, their passion and intensity and vibrant imagination drew me in.

Comics like *WildC.A.T.s*, *Cyberforce*, *Stormwatch* and *Youngblood* drew on the best in comics, military fiction and cyberpunk to create an entirely new genre of comics. Innovations in art and storytelling fed back into the industry, spurring creative revolutions at both Marvel and DC. Many of the best artists working in comics today got their start aping the beloved styles of superstars like Lee, Liefeld and McFarlane.

The design tropes and political savvy of the best Image comics inspired later 'mainstream works'. "Image style" costumes revolutionized the look of everyone from the *Legion of Superheroes* to *Batman* to the *Avengers*, and a thousand more. Mark Millar's *Ultimates* and *Civil War* are thematic outgrowths of Jim Lee and Warren Ellis's early image storylines.

Psi-watch is designed to emulate the thrill of those early Image comics, to allow players and gamemasters alike to bring some of their sleek style and overwhelming firepower to the gaming table. Psi-Watch is designed with the player in mind, presenting an assortment of new powers, advanced classes, weapons, power armor and vehicles.... New tactics for a new kind of war game.



Psi-Watch initially grew out of dissatisfaction with the D20 Modern psionic rules, which I felt were complex without being compelling, overly technical without being overly interesting. Worse, the existing psionics system didn't accurately model comic book psionics: fearsome and nearly unstoppable if they're clever. Instead of focused competence and overwhelming, unique powers, you have unfocused classes like the Battlemind who is forced to choose a variety of random abilities each level. Since the Psionics system is modeled on the D20 magic system, not psis as they appear in comics and sci-fi, it doesn't model psychic warriors with any particular passion or depth.

When I first began producing psi-war classes for Skortched Urf Studio's D7ACU line, I dealt with the problem by producing psions built around a single tightly focused theme. Comic book inspired heroes like the Gravity Slinger and Cold Bringer, not to mention the new classes in Psi-Watch, are built around a logical progression of linked abilities, not wide (but unrelated) powerlists. To me, that's closer to the 'reality' of psychics in comics and sci-fi.

While nothing prevents Psi-Watch psions from multiclassing, for the most part, pyrokinetics stay pyros, time travelers focus on improving their time talents, and nano-sculptors focus on improving their cellular engines.

In addition to selecting psionic classes, players in a Psi-Watch campaign can choose psionic feats which grant powerful natural mutations and mental talents. Designer mutations, alien heritage and random mutation can produce a whole campaign filled with powerful psi-soldiers.

The Unlimited Edition

Debuting in 2007, Psi-Watch has remained one of Otherverse Games' best selling products, both as a standalone release and considered part of the Otherverse America canon. The Unlimited Edition incorporates the lessons I've learned over the last two years, not only as a game designer, but also as a layout person. Psi-Watch Unlimited Edition is the same stylish modern action game you were playing already, but better.

Incorporating new elements, such a greatly expanded version of the Powered Hero Basic Class introduced first in Otherverse America, new races, new classes, and new racial feats, the Unlimited Edition offers gamers more options. Filled with expanded world information, campaigns built using the Unlimited Edition will be deeper and more rewarding. New factions and adversaries give the setting additional depth and history. The already well-received Powered Armor construction rules in Psi-Watch get a comprehensive overhaul- the new system is quicker and easier to use without sacrificing depth and flexibility.

Quicker and easier to use is the watch word for the entire product. Hopefully, you'll also find the revised Psi-Watch more comprehensive, more attractively laid out and easier to navigate.

OTHER WORKS

Psi-Watch Unlimited Edition is a standalone product, designed to be a fully realized D20 Modern setting in its own right. However, several earlier works integrate nicely with this campaign guide. A partial list of the best supplemental material for a Psi-Watch campaign is found below.

The Department Seven Advanced Class Update Series: Since comics initially inspired many of the D7ACU classes, they make a natural fit for a Psi-Watch campaign. The idea of psions with discrete class based, abilities focused tightly around a single theme rather than the D20 Modern norm of ‘power lists’ filled with random and unrelated powers to choose from had its origins in these classes. All the freelance work I’ve done for Skortched Urf Studios, as well as some other excellent sourcebooks, are available at www.rpgnow.com as the *Dept. Seven Full Monty Bundle* product.

My D7ACU classes can be used with virtually no modification in a Psi-Watch campaign, and fit perfectly in a world of super spies, gene-modded soldiers and covert alien invaders. Classes with innate Supernatural abilities, such as the Light Weaver, Gravity Slinger and others gain the *Psionic* subtype upon taking their first level in the class.

Psi-Watch is a non-magical campaign. Characters with Supernatural powers that are explained as magical effects, like the Scion of Masada may need their power descriptions altered so their talents spring from innate psionics rather than arcane or divine magic. Other than a cosmetic ‘reskinning’ they fit into Psi-Watch easily.

The following character classes are a great fit for a Psi-Watch campaign. Where noted, they gain the Psionic subtype.

- Cold Bringer (psionic)
- Forbidden (psionic)
- Gravity Slinger (psionic)
- Grendel Spawn (psionic)
- Light Weaver (psionic)



- Perfect Archer
- Scion of Masada (psionic)
- Sentai Spectrum Ranger
- Shotgun Surgeon
- S.L.A.M. Soldier
- Unbound Soul (psionic)
- Void Sparrow

Modern Misfit: The Paint: Released in 2006 by Misfit Studios, this Mutants & Masterminds Superlink product goes into exhaustive detail about the Paint’s inner workings, and is a thematic precursor to my work on Psi-Watch.

Dept Seven Tech Update: Cybernetics: Psi-Watch is a high tech, gadget happy campaign setting. Cybernetics can replace damaged tissue or enhance natural abilities. Far from impeding psionics or mutant gifts, cyber-systems can help the gene-enhanced heroes better focus and control their already impressive abilities.

Psi-Watch cybersystems are sleek and attractive, closely conforming to humanoid form and contours. Most cybernetics take the form of smooth, high gloss steel pseudo muscle and integrated armor, and can easily be concealed under a jacket or bulky clothing.

The **State of the Othervers:**

Cybernetics Armory sourcebook builds upon this earlier work, featuring more than 50 new weapons and implants, as well as spotlighting two cybernetic player species: the hulking Full Conversion and more humanoid Light Reconstruction Cyborgs. This sourcebook also introduces some cyborg-specific feats and starting occupations for cyborg characters.

Othervers America Campaign Setting:

The Othervers America campaign setting is a politically divisive, cyberpunk and urban warfare campaign set in the America of the year 2107, less than two decades after the Abortion War tore the country apart. Knowledge of the Othervers America setting isn't required to enjoy Psi-Watch, even though Psi-Watch forms a major part of the "engine" which drives Othervers America.

In addition to being inspired by real world politics and modern neo-paganism, Othervers America is heavily inspired by the comics I grew up reading. Almost every bit of material in this sourcebook is designed for use in the Othervers America setting, as well as being a stellar stand-alone release. Players and gamemasters alike are encouraged to mix and match elements from Psi-Watch and Othervers America as they see fit, creating a high adventure, high-tech world of politically savvy, black ops superheroes and technologically enhanced vigilantes.

Othervers America is a 320+ page FREE download, available from www.rpgnow.com and other PDF gaming sales sites. Go download it now.

Sidebar throughout the Unlimited Edition discuss integrating Psi-Watch and Othervers America material more closely.





THE PSI-WATCH CAMPAIGN SETTING

Psi-Watch is a relatively simple campaign to run; it is a world instantly recognizable as our own, but with heroic action, advanced technology, global conspiracies and galactic politics overlaid like images on transparent film. Psi-Watch is a world filled with government conspiracies and secret power bases hiding behind innocuous, everyday surroundings. It's a world where superheroes have traded their spandex for Kevlar, and where terrorists kill with implanted cyber-bombs. It's a world of covert alien contact and stealthy black ops teams.

PSI-WATCH

Psi-Watch is an American military project that traces its roots back to the earliest days of the Cold War. Using recovered alien technology, psionic research and experimental cybernetic and genetic therapies, Psi-Watch has been single-handedly responsible for America's defense since the 1950s. Psi-Watch's activities are classified several levels above top secret, and in many ways, the Psi-Watch agency is the American government.

The agency's mandate is to protect America from metahuman and extraterrestrial threats, and keep the nation in the lead in the genetic arms race, by any means necessary.

CHAIN OF COMMAND

Psi-Watch is a heroic organization with a worldwide mandate and virtually unlimited resources, which makes the ideal patron organization for the player characters. Psi-Watch is a vaguely military organization- a good Psi-Watch game master should incorporate enough real world military details and flavor to give the game a unique and interesting texture, without burying players under layers of military procedure, chain of command and bureaucracy.

Psi-Watch officers allow their agents great discretion in carrying out their duties, customizing their uniforms and making decisions in the field. In short, Psi-Watch is a military organization only found in action movies and comics, not in reality.

Player characters are often Psi-watch field agents, organized into strike teams with other agents of relatively equal rank and importance. By purchasing feats such as Elite Clearance and Decorated Veteran, Psi-Watch player characters gain 'rank' and influence among other PCs and NPCs. Most game masters avoid emphasizing rank in their games, to avoid conflict around the game table. Characters are given a mission by a superior officer, can occasionally boss around a few NPCS, but for the most part, decisions within the game group are made diplomatically or by some other consensus. As long

as players accomplish their missions, they are usually free to decide how exactly they go about their duties.

Most Psi-Watch campaigns assume the characters are all of equivalent level, and that Psi-Watch agents are veteran operatives, with at least a few years of military, police or espionage experience under their belt. In 'real world terms', most Psi-Watch agents are at least E-5s or above, and some programs might have an 'in-game requirement' of being a certain rank before the soldier can apply.

RESOURCES

Psi-Watch maintains safe houses, bunkers, and ammunition dumps in every major city in the world. Like most government agencies, Psi-Watch maintains a presence in Washington DC. The agency has offices within the Pentagon, the CIA compound at Langley, VA, or many other major government sites. However, as the most powerful military in the world, its probable, and likely, the agency has more exotic and impressive bases at its disposal, the most impressive of which is orbital platform, Bradbury Station

BRADBURY STATION

Bradbury Station was completed during the early 1980s at a cost of more than 2 and a half trillion dollars. It is the largest manmade object in space, a wide, wheel shaped broken torus nearly two miles in diameter. Constructed entirely in orbit by superhuman combat engineers the Bradbury Station's existence is one of Psi-Watch's best kept secrets. Equipped with a hull that bends light around it and the ability to vary its exact position between Earth and cisilunar space as needed, the station has never been pinpointed, though amateur astronomers and conspiracy enthusiasts track its position religiously, occasionally coming close.

Bradbury is home to a permanent staff of 12,000 technicians, contractors and military, as well as a non-combatant population of nearly that, mostly the immediate families of those living and working aboard. During operations, the station's population

can swell to nearly twice that, as soldiers and operatives use the station as a transit terminus and staging area. The massive station is laid out similarly to a large military base. In addition to mission essential areas, Bradbury Station is home to dozens of schools, hospitals, churches, shops, as well as separate clubs for officer and enlisted personal.

As is to be expected, Bradbury Station is fitted with top flight medical and repair bays, weapons depots and a secure brig facility at the broken end of the terminus, which can be vented into space in the event of a crisis. Bradbury's combat information center is manned at all times, and is the command center for Psi-Watch operations across the planet. In addition to a cavernous central watch floor, missions are planned and commanded from a suite of offices circling the CIC.

Bradbury rarely has physical contact with the planet. Most material (and personal) brought aboard station is ferried in by the *Slide* teleport system. Reverse engineered from Culture faster than light drives, the station's Slide systems can teleport Psi-Watch operatives virtually any where on the planet, making it an ideal way to deploy on a mission. Exceptionally bulky cargo is ferried up in a Psi-Watch shuttle, and in the event of a catastrophe a fleet of escape pods and shuttles can evacuate the colossal station in less than four hours, at least in theory.

NNS ENGINE

The Psi-Watch organization uses the Necro-Neuro Scan Engine to interrogate recently slain individuals by downloading sensory input from directly from the corpse's central nervous system. The device is too large to be moved, and is part of Bradbury Station's medical equipment. Standard field protocol calls for a Psi-Watch team to *Slide* valuable adversaries and recently slain agents directly to the station's medical wing for direct-brain interrogation.

The Slide System gives Psi-Watch a way to deploy troops anywhere they're needed, on a moment's notice, and offers PCs a way to quickly get into the action. The teleport system is reliable and safe, but subject to a pair of technological limitations.

The Slide system can only teleport a passenger or cargo to a place that is either equipped to with a reception array (such as the transport bays on the station itself). If teleporting a passenger to an unfamiliar area, the Slide can only deposit the passenger into a known or visible area near the drop zone. Thus, in order to teleport into a 'drop zone' the Slide operator must have current satellite intel or line of sight to the target. Any condition, such as darkness, fog or tree cover that blocks clear sight to the drop zone blocks teleportation.

The Slide system cannot teleport the passenger inside a building or directly under cover. When using the Slide system for breaches, most Psi-Watch agents appear atop the building's roof or in a nearby open area, which acts as a staging area for their assault. Likewise, the Slide system cannot lock onto and teleport a passenger out of a building (unless it has previously been equipped with a Slide terminus); the passenger must get somewhere with a clear view of the sky for retrieval.

Electrical discharges, even atmospheric disturbances like lightning can prevent the slide system from functioning. Lightning strikes and energy weapon discharges prevent teleportation into or out of 500 ft circle around the blast area for 1d6 rounds. Likewise, the slide will not function within 500 ft of an electrical substation, nuclear reactor or other major power source. Anti-slide countermeasures take advantage of this limitation, creating electrically charged 'safe zones' where the slide cannot reach.

The NNS Engine resembles a higher tech version of an MRI scanner. Once placed in the corpse, the machine can automatically recover visual and auditory data detailing the last hour of the corpse's life, which is viewable as a first person video file. A technician can attempt to recover older information with a successful Computer Use check. The check DC is 20, and each point the technician beats the check result by allows him or her to recover five minutes of memories beyond the one hour limit. The NNS technician cannot retry this check, but can take 10 or take 20 on the check.

The NNS Engine will only function on a corpse that has been dead less than three hours. Beyond this point, the neural tissue is too degraded to pull usable information.

THE EXTREMIS CLONE TEMPLATE

Extremis Clones are fast grown emergency clones used by Psi-Watch to restore agents slain in the line of duty to life. The Extremis cloning protocol is not perfect, but it is quick and (relatively) cheap. The technology has been in use since the early 1980s, and has been stolen by a handful of other factions. Puzzle Ops can produce its own Extremis clones, as can The Republic of Cebary and as of 2003, the Huxley Emergence. Prior to its destruction, Iraq had the capability to produce Extremis Clone suicide bombers, and its rumored that several Iraqi genelabs survived Bush's thermonuclear bombardment.

A character who is slain in battle can return to pseudo-life with the Extremis Clone template added if their body is recovered within three hours of their death. Given the expense of growing a series of Extremis Clones, Psi-Watch will not clone operatives of less than 8th level under most circumstances, though if a rookie soldier died a particularly heroic death or is extremely valuable to the organization, he may be cloned.



A copy of the slain soldier's mind is made by an especially deep and thorough NNS memory capture session, which is able to recover about 80 or 90% of the corpse's memories, assuming no major trauma to the brain itself. An extremis clone is force-grown, which takes about 72 hours, and the patient's personality copy is downloaded into the fast-grown clone.

An Extremis Clone is two levels lower than the genetic donor when it is created due to personal-ity degradation during the cloning process. If this level loss would reduce the clone to 0 level or lower, the cloning process fails. It is possible to clone a living soldier in this manner to create a back-up copy. The clone obviously does not possess any of

the donor's acquired traits such as scars, tattoos, or cybernetics.

Drawback: Extremis Clones have an extremely short lifespan. They are designed only for 1-2 years of peak service before their bodies need to be replaced. After 24 months of life, the Extremis Clone must attempt a DC 15 FORT Save (which increases by +1 per month there after) or suffer 1d2 points of permanent ability score damage to each of their physical ability scores.

Psi-Watch medical protocol calls for Extremis Clones to be euthanized and downloaded to a new cloned body every 20 months of service. An Extremis Clone who dies and is re-cloned in this manner does not lose additional levels because a perfect memory copy is able to be created.

Purchasing Extremis Cloning on the open market has a Purchase DC of 43 (Illegal +4) for the initial clone and DC 39 (Illegal +4) for replacement clones. Psi-Watch provides the service free of charge to agents it determines merit clone resurrection. As long as the cloned soldier continues to serve with Psi-Watch they receive regular replacement bodies, though a retired Extremis Clone is no longer given access to Psi-Watch's clone banks. Their virtual immortality provides a strong incentive for cloned soldiers to keep fighting.

PROJECT GLADIATOR

Project Gladiator is one of the world's oldest and most successful supersoldier programs. Unlike the Patriot Program, it focuses on enhancing adult agents, not breeding post-human children. Project Gladiator is an outgrowth of the Department of Mental Research experiments that gave birth to the first generation of Shiftsteel Symbionts. Using genetic and surgical reorganization, Project Gladiator has allowed Psi-Watch to build a roster of impressive superhuman soldiers.

In the Otherverses

Extremis Clone technology is cheaper and more widespread in Otherverses America, at least in the Choicer nation. The Lifer nation is repulsed by the technology, though Kodiak Island does have the capacity to produce several dozen Extremis Clones simultaneously. The Coven of Bast sometimes uses the technology to give a slain soldier a chance to complete her mission or settle her mortal affairs. Traditionally, Coven of Bast Extremis Clones choose ritual suicide after their mission, not wishing to prolong their unnatural existence.

The technology has come into wide use in the meta-porn industry. Using the technology, the porn industry has made the snuff film an acceptable form of entertainment. A substantial minority of meta-porn actors and actresses are Extremis Clones. Since they are mind-copied and cloned in hospital conditions prior to injury, these Extremis Clones do not suffer level loss during the process.

Meta-porn Extremis Clones usually have a slate of back-up bodies stored in stasis, which has driven down cloning costs dramatically. These civilian Extremis Clones also die far more often than their military counterparts, ironically enough. Metaporn Extremis Clones are usually slain and re-cloned every 2-3 months during a filmed death session, as opposed to every two years. Clones killed and resurrected any more often begin exhibiting disassociation and some become almost catatonic from emotional trauma- waiting several months between deaths seems to prevent the worst psychological effects.

In the Otherverses America setting, the initial Extremis Clone has a Purchase DC of 28. Secondary clones have a Purchase DC of 25. Extremis Cloning is considered Restricted (+2) technology.



In addition to the level that would normally be gained, the Project Gladiator patient also gains a level in either Powered Hero, Soldier, Field Officer or Helix Warrior. (The Project stopped offering Frontliner levels during the late 1990s.) If the character does not possess the Psionic subtype, he or she gains one Psionic Precursor as a bonus feat during the conversion process.

Gladiator Drawbacks

Unfortunately the process is grueling, both physically and psychologically. The Gladiator patient's physical and emotional reserves are stretched thin by the supersoldier conversion, and the character gains no action points for either the normally gained nor the Project-granted level.

The character suffers a -1 penalty on all attack rolls, skill checks and saving throws until her or she gains another level normally, due to lingering pain and weakness from the surgery. A character can only benefit from Project Gladiator surgery once during their career. The surgery itself requires at least 24 hours and a further 24-48 hour recovery period before the patient can return to active duty.

Project Gladiator's laboratories and alteration tanks are located aboard Bradbury Station. Trustworthy, experienced Psi-Watch agents are allowed to make use of Gladiator facilities. Unlike many of the world's shadier enhancement programs, Project Gladiator is strictly voluntary.

A character must possess either the Decorated Veteran or the Elite Clearance feat and be at least fifth level before being invited to participate in Project Gladiator. Anytime a character is eligible to gain a new level, he or she can choose to become a Gladiator patient instead.

On a more mundane level Project Gladiator and Patriot Medical both offer conventional genetic engineering services. They can provide any of the utility genemods described in the Othervers America campaign setting. Standard genemods are available at any time throughout a Psi-Watch operative's career.

THE PSIONIC THRONE

Psi-Watch is commanded from 'the Psionic Throne', its daily operations and combat missions overseen by a Cabinet level officer referred to as the High Psionic, or less formally, as 'High-Psi'. High Psionics are chosen from the strongest willed, most committed and experienced military men and women the United States armed forces have to offer. Decades of exemplary service is just one of the prerequisites for the position; a strong, disciplined mind and keen intellect is necessary to survive the implantation of the revolutionary neuro-cybernetics which are the High Psi's badge of office.

A newly promoted is High Psi undergoes extensive neurological reorganization, designed to increase intellect and hardwire the commanding officer directly into the senses and advanced AI computer systems of Bradbury Station itself. The High Psi is wirelessly linked to the world's defense network, has a direct line to the Pentagon and the red phone beside the President's desk hardwired into his mind, and is given access to the real time intelligence collection capabilities of the Bradbury platform. In essence, the High Psi becomes far more than human, and gains access to hundreds of new senses.

The High Psi is attended by a cadre of cyber-medics and psychologists who monitor his mental state and watch him or her closely for any signs of de-personalization or insanity. A High Psi's tour of duty is between four and six years, depending on how readily the candidate adapts to the cyber-implants.

Psi-Watch's current High Psi is Brigadier General William Robert Marlowe, a multiply decorated combat pilot whose Air Force career dates back to Vietnam's MIG Alley, and one of America's most successful Shiftsteel Symbiont volunteers.

Though a dedicated patriot and excellent leader, General Marlowe is not without his quirks. He has insisted that all Psi-Watch command staff officers have learned the Culture's musical tongue, enamored of that language's meditative and mind-focusing aspects.

The General has made it a point to reach out to the known Culture Final Sword chapter houses on Earth and Titan, and has begun diplomatic exchanges with the proud alien warriors. Even if he cannot bring them under Psi-Watch's direct control, he at least wants the sword-sisters of the Order as allies. To his supporters, Marlowe is a forward thinking, coalition building commander with a great respect for the Culture and its society. To his detractors, General Marlowe spends too much time listening to the whispering voices of his steel skin and not enough time serving the needs of his country and planet.

Already one of the planet's most powerful psis, General Marlowe is accompanied by a pair of personal guards who represent the fruits of his diplomatic efforts. Pursuer is a wild mutant born in South America's jungles and a representative of the secretive Land of White Jaguars. Tulanthe D'Taris is an expert Culture sword-sister who has vowed upon her life and honor to protect Marlowe unto death.

THE BRADBURY POKER LEAGUE

The Bradbury Poker League is the ironic nickname of a secret cell within Psi-Watch, which might be the greatest danger ever to face the organization... or may be the last hope for humanity. The Poker League is a conspiracy of junior and senior Psi-Watch officers who are dissatisfied with Marlowe's leadership or fearful of exactly how much influence the Culture has over their commanding officer.

The Poker League meets rarely, often under the cover of a monthly poker tournament, which has been going on aboard Bradbury Station for decades. The first discussions about deposing Marlowe began as after-hours bitching among the senior command over beer and inside straight. Over the previous few months, the Poker League has consolidated its power, recruiting supporters from within Psi-Watch, and has begun conducting operations of its own.

The Poker League has lead hunt and kill missions against known Culture threats on Earth, including wiping out a pair of Final Sword chapter houses in Chile and Manila.

The xenophobic organization hopes to provoke a war between the Culture and Psi-Watch, ending Marlowe's dreams of détente. Additionally, the Poker League has begun pressuring its allies in Congress to oust Marlowe and replace him with a more acceptable High-Psi, forcing the commander to spend more of his time defending his actions and decisions to oversight committees than any of his predecessors.

The Poker League is run informally, by mutual consensus, but the loudest, most respected voice at the table is US Marine Corps General Ed Slayton, a hero of the Blooded Ghost Wars of the early 1990s, a veteran Incinerator who operated under the callsign "Thunder Road". Slayton has trained extensively in anti-xeno tactics, and his experiences during the 'Ghost Wars have hardened his opinions against all aliens, not simply the body hopping Ghosts. Currently General Slayton serves as the security director of Psi-Watch, a position which gives him access to dissatisfied new recruits, and the ability to conceal his cell's actions.

As a result of Slayton's private vendetta, anti-mutant groups have flourished through-out the enlisted ranks. Prior to the Poker League's formation, membership in Humanity's Sweat or any similar group by a Psi-Watch inductee was grounds for dishonorable discharge. Now, with the tacit approval of the organization's security chief, anti-mutant and anti-alien bias is on the rise within the once unified agency. Psi-Watch officers still cannot openly proclaim their membership in these banned groups, but bigots within the ranks have become bolder and more tolerated.

The relative fragility of the Poker League's position have forced the old soldier into an unlikely allegiance with Puzzle Ops. Puzzle Ops provides funding, equipment and intel to the traitorous cell, using the Poker League as a cats paw for its own



agenda. Puzzle Ops is more than happy to use a rouge cell within Psi-Watch to hinder and discredit its rival organization. General Slayton knows he's being used, but the urgency of his self-chosen mission against Marlowe have made the unpalatable alliance a necessity.

RECENT HISTORY

Within the last decade, Psi-Watch faced its greatest challenge and failed. On September 11, 2001, the metahuman war between the Pentagon and Saddam Hussein's metahuman soldiers, which began with the invasion of Kuwait culminated in a devastating assault on the United States. While the war was initially fought dispassionately, the conflict between George Bush and Saddam Hussein soon turned personal. In 1993 a US black ops team infiltrated Iraq and assassinated two of Hussein's sons. Iraqi retaliation begat US response, and even after Iraqi troops pulled out of Kuwait, the conflict continued, in secret. A few years after the initial cessation of hostilities, Hussein finally claimed vengeance for the death of his sons.

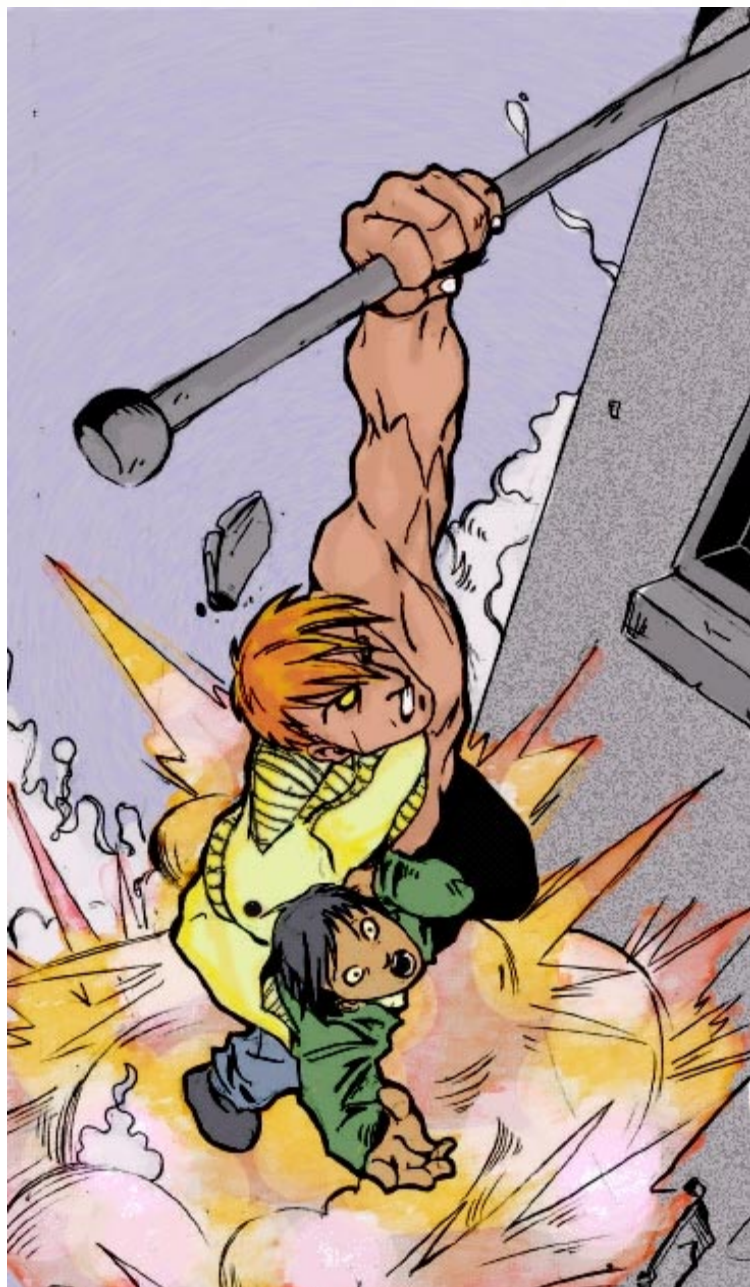


Six years before the 9-11 Assault, a metahuman Iraqi assassin targeting Bush Senior failed in his murder mission (slaying his two sons, George Jr. and Jeb instead) as the family of politicians attended a Houston Astros baseball game. The elder Bush's final act of retaliation was immediate and horrific- a multi-warhead nuclear assault on Hussein's palaces that left most of Iraq bathed in lethal fallout. Though an impeachment attempt, for crimes against humanity was unsuccessful, the grieving father left the Presidency. He returned to Texas to mourn, and retired from public life. By contrast Saddam Hussein survived the thermo-nuclear attempt on his life, and the newly elected President Clinton was forced to spend the majority of his first term cleaning up the humanitarian and ecological crisis his predecessor left behind.

Though his military and metahuman forces were gutted, Saddam was able to hold the reins of power, and grow even richer siphoning off international aid earmarked for his people. For the next few years, Hussein plotted a counter attack. However,

to carry out his plan, he was forced into alliances that would have been unthinkable just a few years earlier. Humbled, Hussein was forced to seek aid from his despised rival, the rogue Saudi geneticist Osama Bin Laden, a man he had tried to have assassinated just two years prior.

On September 11, 2001, half a decade of planning and groveling came to an end. At the head of an army of Wasabi assault clones, psychic suicide bombers and post-human mercenaries hired from every rogue nation on the planet, from North Korea to Mung Thoy Tan and the Republic of Cebary, Hussein lead the largest metahuman strike in history against America. The entire east coast was besieged, and casualties were in the hundreds of thousands before the first 24 hours of fighting had ended. Every metahuman- military and civilian, registered and unknown- in North America had no choice but to respond to the invasion. Psi-Watch lead the counter attack, losing hundreds of experienced troops, but retaking Boston, Philadelphia and New York within minutes. The sheer speed and



savagery of the fighting forced observers to realize that Powered Heroes represented a new era in warfare. By the time the fighting trickled to a stop on the morning of September 15, America had been freed at enormous cost.

Millions of Americans had been slain. The damage to America's infrastructure was almost incalculable, as most East Coast cities took at least moderate damage during the Four Day War. The long term economic effects of the devastation lead to national recession, which only began improving during late 2009. While America was badly

wounded, the American counter attack devastated Iraq, Afghanistan and much of the surrounding region. The once mighty nation is now a desolate, heavily irradiated wasteland.

Today, Iraq is officially a dead zone, its outer borders patrolled by UN observers. A handful of human survivors, now dangerously mutated patrol the ruins, and claim the ruined desert as their home. Arms merchants and scavengers descend on ruined Iraq for a chance to claim some of Hussein's legendary weapon caches- most of which were buried deep enough they could survive anything the US government could throw at them. Heavily mutated Taliban supersoldiers claim large swaths of irradiated territory for use as training camps and staging areas for their blitzkrieg assaults against Europe, Pakistan, Turkey and Israel.

Their failure to predict and prevent the 9-11 Assault turned into a major loss of face (and funding) for Psi-Watch. In the wake of the disaster, Psi-Watch has found itself out of favor for the first time since its foundation. Puzzle Ops has taken the opportunity to increase its funding and responsibility at its rival's expense.

PUZZLE OPS

Puzzle Ops is America's premier espionage agency- it is one of the smallest, most elite and least understood government agencies. Despite the fact that officially Puzzle Ops is just another crackpot conspiracy theory, it has an annual operating budget in the high billions, and fields metahuman strike teams as competent and deadly as anything it's larger and better known Psi-Watch "cousins" can produce.

Puzzle Ops is headquartered in a massive, highly fortified compound on Clark Island, a small landmass off the Virginia coastline. The upper levels of the compound were designed by Frank Lloyd Wright during the 1970s, and are the epitome of a sleek, ultra-modern corporate campus. Clark Island is publicly owned by a conservative think-tank, the

New American Policy Institute. The visible portions of the campus fit that cover well: attractively landscaped, intensely private and relentlessly modern.

Beneath the island's surface, a massive underground complex descends nearly a mile into the Earth, and is powered by a trio of quantum-foam fusion reactors. The Clark Island sub-plex can accommodate nearly 5,000 full time staff and residents, and has medical, armory and repair facilities nearly as comprehensive as Bradbury Station itself. Flooded tunnels to the Atlantic let Puzzle Ops launch its strike craft in relative anonymity, deploying amphibious strike-planes and space-fighters from a few miles off the coastline.

Puzzle Ops operates independently from Psi-Watch and has enough connections, funding, connections and sheer meanness to be effectively above the law. Assassinations, blackmail, sexually exploitive 'honeytrap' missions and the dirtiest of dirty tricks are Puzzle Ops stock in trade. While Psi-Watch is often tasked with police actions and direct combat missions against psionic and metahuman targets, Puzzle Ops performs best against political targets, in an intelligence gathering role or working to destabilize or overthrow rogue states, and to prevent another 9-11 at any cost.

To Puzzle Ops, Psi-Watchers are heavily armed metahuman infantry- cowboys with massive firepower but with little in the way of brains or style. To Psi-Watch, Puzzle Operatives are a collection of sadists and assassins, little better than the metahuman terrorists that Psi-Watch is tasked with bringing to justice. The fact that the deaths of several Psi-Watch operatives have been tentatively linked to their stumbling across ongoing Puzzle Ops missions has only hardened relations between the two factions.

Puzzle Ops is commanded by Charles "Chuck" Wisenfeld, a veteran field officer who's played a role in every documented and secret war America has entered since the mid 1970s. Wisenfeld



is one of the most experienced and lethal Mind-Reapers on the planet. During the last days of the Vietnam War, Wisenfeld performed several assignments of Vietnamese and Soviet metahumans, striking deep into Cambodia and Laos, where he operated under the codename "Shadow Strike", a reference to his glistening, oily black psi-sword and shadow-teleportation abilities.



Injuries incurred during the first Gulf War sidelined Wiesefeld. Losing his left eye, left hand and right knee cap were the only things that could force the dedicated warrior behind a desk. Wiesefeld's unique biology means that though he makes do with a prosthetic hand and rebuilt knee, he's been forced to wear a patch over his damaged eye instead of replacing it with a cybernetic analogue. Occasionally, when the intel expert is concentrating or enraged (which is often), wisps of fiery shadow crackle around the ruined eye socket.

THE SCHOLARSHIP DIVISION

Scholarship Division is the recruitment and training arm of Puzzle Ops. Its mission is simple: ensure that the next generation of psychic warriors act in the interest of the United States government, by any means necessary. The Scholarship Division's mandate may be clear, but the tactics it uses in pursuit of its goal are anything but. The unit is the most controversial part of an already disliked and ultra-classified organization.

Scholarship Division maintains detailed files on the families and offspring of all known metahumans, especially the children of current and former Psi-Watch officers. At Scholarship Division's most benign, it supervises programs such as the Patriot Ivory seeding, ensuring that psionic children are placed with veteran foster families, who will raise them in military traditions. If a psionic child is expected to join the military or police voluntarily upon adulthood, Scholarship Division's activities end with occasional surveillance.

If a child with abilities deemed vital to the national defense comes to the Division's attention, the Division's agents will stop at nothing to possess it. Kidnapping a child and the murder of its parents is referred to as 'offering a scholarship'. Stolen children are placed in Scholarship Division run training camps, where cadres of telepaths and child psychologists alter or erase their memories of their former life and mold them into the next generation of super-agents.

Scholarship Division training facilities are spread across the planet, hidden from everyone, even the majority of active Puzzle Ops agents. None are believed to be within the continental United States. An especially secure facility, codenamed CHINESE MARBLES is located somewhere off planet, possibly somewhere on Mars or on one of Jupiter's moons. The meta-children held within CHINESE MARBLES are some of the deadliest, most psionically gifted mutants ever born- psions of such raw power they could potentially crack the earth in half if they ever lost control of their abilities.

The Scholarship Division is commanded from an innocuous office park outside of Quantico, Virginia, in a location chosen for its proximity to other government agencies, and anonymity. Despite the office's boring façade, Scholarship Division's small headquarters is every bit as secure and well equipped as the main Puzzle Ops facility on Clarke Island.

"Mother of Invention (MOI)", one of the most dangerous and experienced metahumans on



the planet, controls Scholarship Division. Anisa Choi was born with a natural telepathic gift, which she enhanced with nanotechnology and neural restructuring. Today she blends the powers of the Ultra-Mind and Nano-Sculptor, allowing her to warp minds and alter reality with a thought. Many of the children within CHINESE MARBLES have been mind warped to the point they consider the fearsome Psion their birth mother, and would gladly die for her.

Among MOI's captives is James Wisenfield, the fifteen year old son of the Puzzle Ops director. MOI captured the boy as insurance against Wisenfield, faking his death in a dorm fire at his boarding school. The Puzzle Ops director knows the fire was most likely staged, and though he suspects MOI's hand in the scheme, he can't prove it. The fact that MOI can deny involvement- and the strength of her Washington connections is the only thing keeping her alive. MOI and the elder Wisenfield wage a quiet and lethal war against one another, greatly weakening Puzzle Ops as a whole. James Wisenfield himself has been turned into the voracious MOI's sexual plaything and bodyguard, displaying 'mind reaper' psi-talents as impressive as his father's.

UN-PET

By international law, the United Nations is prohibited from organizing a metahuman strike force of its own. When metahuman operatives are deployed on UN business, they are drawn from the ranks of member nations, and ultimately answer to their own national chains of command. The UN considers metahuman talents to be the 21st century equivalent of nuclear weapons, and while the globe-spanning organization regulates the use of psionic mutants in warfare, it does not employ metahumans itself. However, a quirk of UN legislation does not consider psions whose powers are effective only against other psions to be true metahumans. These 'second stage' psychics are a bureaucratic and legal oversight that has allowed the UN to subtly increase its influence in world affairs.

The current director of UN-PET (United Nations Psionic Enforcement Team), Henrietta Benjamin-Dixon has exploited this loophole to the fullest. Since her appointment to head of the unit, Benjamin-Dixon has actively recruited Challenger psions, not to mention Powered Heroes who've manifested either Booster or Nullifier talents. UN-PET operatives play a risky game- they are often deployed to the same crisis zones as other supersoldiers, but lack the firepower of their national counterparts. Using a combat-oriented psi-talent other than from the Nullifier and Booster talent trees is grounds for dismissal from the unit, even when the power was activated to save lives. Powered heroes assigned to UN-PET tend to rely more on their training and top of the line gear than their metahuman talents, or depend on stealth, trickery and guile to get the job done.

UN-PET operatives are extensively trained in anti-metahuman warfare, and many of the agency's soldiers undergo extensive cybernetic conversion to put them on the same level as the metahumans they police. Like 'second stage' psions, cyborgs are not regulated by the United Nations charter.



The UN-PET squad is based out of the United Nations building in New York city. The agency has access to its own version of the Slide system, reverse engineered from Bradbury Station's. The UN Slide system is a slightly inferior version, often referred to as a *Light-Slide* system. In addition to the restrictions on the standard Slide system, the Light-Slide uses ambient photons as a transmission medium. It cannot teleport into or out of any area of Dim illumination or worse. The agency is often deployed to trouble spots around the globe. Chronically understaffed, full combat squads are rare, and most operatives bounce from crisis to crisis until sidelined by injury. The agency tries its best to police the mutant slave trade, but has made little headway in putting an end to Cebary's illegal activities.

Benjamin-Dixon herself is a crafty political animal, who constantly pushes for greater autonomy for herself and her unit. In the three years she has been in command, UN-PET has grown from a basement operation with a half dozen staffers to a 200 person agency with global jurisdiction over the use of psychics in warfare. Her naked thirst for power has made her enemies: she is despised by both General Marlowe and Chuck Wisenfield. However, she has enough friends on the

UN Security Council and in the United States Senate (plus she knows where a shocking number of bodies are buried) to keep her employed and her rapidly expanding agency well funded.

Benjamin-Dixon is one of MOI's greatest allies. She relies on the sociopathic Ultra Mind to provide her organization with a steady stream of Challenger recruits. Their bargain is simple. Benjamin-Dixon provides off the books combat troops to MOI and acts against Wisenfield's interests in the Security Council chambers and MOI provides leads on newly emerged Challengers and other second stages psis, occasionally brainwashing them slightly to make them more receptive to a UN recruitment offer.

THE BEEHIVE

Outwardly, the Beehive is just another crumbling plantation house deep in the Mississippi backwoods, a ruin so far off the main highway that nobody ever bothers to even look at it. Beneath the crumbling façade, the Beehive is one of the world's premier tech-centers, an oasis of ultra-technology and arms market owned and operated by one of the nation's first Nano-Sculptors. The Beehive's keeper has lived for more than a century, and has been

active in the world's intelligence and black projects communities for nearly as long.

Elliot Kenning joined the Army Corps of Engineers during the fall of 1941, and used his innate genius for invention to single-handedly invent the science of modern robotics. During World War II, Kenning was known as code named "The Bug Man" in honor of the tiny, insectoid combat drones he used in battle. These mechanical insects were crude, early prototypes of modern nano-robotics, and though much larger, were built along the same lines with the same purpose in mind. Kenning finally retired from the United States military during the spring of 2001. Though he is more than a century old, the inventor is still at the cutting edge of robotics and nanotechnology.

The reclusive genius retired to the Beehive, where he still continues to produce advanced technology for the US government, though now as an independent contractor. He also performs corporate work, custom building virtually any technology demanded of him for the world's wealthiest megacorps and for covert operations groups.

Kenning is cranky and sarcastic, but there isn't anyone within the world's black ops community he doesn't know. He's done extensive work for Puzzle Ops, and considers Chuck Wisenfeld one of his few friends, and is one of the few outsiders to suspect the existence of the Huxley Emergence, and one of the very few individuals that have ever managed to thwart the activities of the conspiracy. Despite the fact the former Bugman has little qualms about equipping metahuman mercs and rouge nations with ultra-tech, he has no taste for genocide or eugenics- he had enough of both during the War.

THE ANTARM

The Antfarm was a Puzzle Ops black program so secret it disappeared off the books altogether. When the general who commissioned the project died during the 9-11 Assault, all records of the Antfarm died with him. The facility was abandoned, the operating budget buried under the aegis

of national security, and the few surviving scientists supervising the project simply wandering to other projects when their paychecks stopped clearing. Despite no one being at the helm, the Antfarm continues to operate... a conspiracy with no purpose and no master.

The Antfarm itself is a cloaked artificial satellite nearly one mile in diameter, whose orbit perfectly mirrors Bradbury Station's. Originally an attempt to clone tube-grown metahuman soldiers en masse, the Antfarm is an exo-womb facility on an enormous scale. Thousands of embryo tanks line the walls, attended by expert AI.

When an Antfarm clone reaches physical adulthood (usually after about 5 months gestation), a comprehensive VR simulation begins. This pseudo-world is maintained by the Antfarms AI. During the training the clone is taken from intellectual infancy to adulthood in a world specifically designed to impart military and espionage skills. Antfarm clones grow up fast, paranoid and highly efficient. Their grueling VR training gives a newly decanted Antfarm assault clone the battlefield savvy of a career soldier, in just a few days of memory implantation. Once an Antfarm clone's training is complete, the clone is launched to Earth in a specially built drop pod.

Von Newman engines built into the Antfarm satellite allow it to build new drop pods and womb tanks from asteroid dust, and the illegally obtained gene samples of millions of Americans give the Antfarm AI an enormous potential bank of clone soldiers. Left to its own devices, as it has been for nearly a decade, the Antfarm AI will continue to grow, decant and abandon its clone soldiers in response to war games scenarios programmed into it.

Ideally, the newly deployed Antfarm clones could be dropped into hot zones around the world as instant reinforcements, and their VR training reflects this. Instead, many of these clones burn up during re-entry, or die inside a crashed drop pod. Those that survive are left to their own devices, rapidly realizing that their new world doesn't look

anything like the outdated, and outlandish tactical simulations they trained on. Antfarm clones often migrate to the military: Psi-Watch and Puzzle Ops may not know exactly where these well-trained clone soldiers are coming from, but are happy to exploit them.

Other factions field Antfarm soldiers too, and the tube-grown clones often find work as mercenaries or find a purpose as brainwashed suicide bombers. Whether hero or villain, all Antfarm clones remember their time in the “Anthill” Virtual World, and consider themselves brothers, even if their current lives demand they battle each other to the death.

PATRIOT MEDICAL

The “Patriot Medical” facility is an ultra-secret genetic engineering and combat-cloning program hidden beneath the Center for Disease Control, in Atlanta, Georgia. Patriot Medical gene-cutters are responsible for breeding the overwhelming majority of Psi-Watch’s post-human troops, and for pioneering the science of military genetic engineering. Many of Patriot’s successes are classified and exempt from the Freedom of Information Act- the unit’s scientists toil in obscurity, doing work that would earn any other geneticist the Nobel Prize a dozen times over.

The Patriot Medical program is a more regulated, and far more morals driven operation than the American government’s first attempts at genetic engineering. Though secretive, the Patriot Medical program is regulated by Congress, and is not allowed the same latitude Puzzle Ops and other deep-black programs are. The Patriot Medical program is officially ‘grey’ - its name appears in the Congressional record, but its exact location, purpose and activities are unknown.

The Patriot Medical compound is a subterranean city that stretches across nearly twenty square miles of Georgia bedrock. The campus is



home to dozens of well defended gene-labs, from small offices where military supersoldiers receive annual checkups to gigantic cloning centers the size of football fields, where hundreds of assault clones can be decanted simultaneously. A huge garrison of Powered Heroes and Combat Types patrol the facility.

The campus is home to hundreds of genetically engineered children, who are allowed relatively normal childhoods in the secret facility before beginning their military careers. The more passably human of these children are allowed regular fieldtrips to the city above, albeit under tight security.

THE GENOMIC UNDERGROUND

Across the world, new metahumans evolve into their gifts at puberty. Hundreds of thousands of mutants exist, caused by everything from well-

funded government deniable ops to the random seepage of mutagenic chemicals into the water table. The greatest concentration of true mutants- evolved but deformed humans with unpredictable genetic gifts- as opposed to similar mutate species like the Jupiter Tainted and the Challengers is found in North America. And unlike their regulated, well trained cousins in the military, civilian mutants are hunted and despised, with most only recently coming out of the genetic closet.

Up until the 1980s, mutants weren't considered legally human, and a dangerous mutant could be summarily killed, without the necessity of a trial. To paranoid baseline humans, any obvious mutant was a threat, and even human-seeming mutants were potential predators. During the late 1960s and early 1970s, Human Hunt Clubs were formed across the country, enabling hunters to publicly murder mutant Americans. Taking advantage of anti-mutant laws, Hunter Clubs could kill mutants purely for sport, and in most cases, completely escape punishment because their prey had fewer legal rights than a wild animal.

For many American mutants, enlisting became the only way to survive. Pro-integration policies within the military meant that mutants could serve openly, even rise to command level, and as long as they were willing to kill for their country, were considered legally human. The military in general and Psi-Watch in particular has been the largest employer for American mutants since the early 1960s.



For mutants who refused to serve, the only way to survive was to go underground, to hide their deformities as best they could. The nation-wide Genomic Underground actually predates Psi-Watch's formation by nearly a decade. The organization's earliest missions involved smuggling first-gen mutants out of WWII era Japanese-American internment camps to safety and helping mutant Tuskegee-experiment survivors get to the North's relative safety.

The Genomic Underground has gone through a hundred different incarnations, mostly

because it is not a single entity. Hundreds of mutant groups, many with competing aims operate under the Genomic Underground label. Some of the most militantly anti-human groups work muscle for the Huxley Emergence, trading service for custom genetic engineering work and gene-masks designed to foil government scanners. Other G.U. cells tackle more mundane and less violent objectives- protecting low level mutants from on the job discrimination or winning federal protection and tax exempt status for emerging mutant religions.

The vast majority of American mutants have had at least limited contact with the Genomic Underground. Most of the organization's cells offer power-training to teenage mutants, and are willing to shelter tactically useful mutant kids from Puzzle Ops' kidnappers. Since most 'reputable' mutant assistance societies are either money-grubbing scams or fronts for mutant-murder terrorist organizations, the Genomic Underground may be the only trustworthy organization a rookie mutant can go for help. Mutants turn to the underground to find what most public hospitals can't offer them- help controlling a lethal superpower, dietary assistance for those so heavily mutated they can't digest human food, and moral support.

The mutant underground doesn't trust the Internet, knowing how deeply Puzzle Ops has its claws into the Net. They communicate mostly via telepaths or scent cues, or by elaborate and long-standing coded communications protocols set up in the classified ads of major newspapers and pornographic swinger contact magazines. The Genomic Underground is rumored to have its own city- a subterranean fortress carved out of an abandoned sewage reclamation facility. The whisper-stream variously refers to this mutant sanctuary as Darwin's Delight, Triple Helix or The Veins, and places it either deep under New York City, St. Louis, or Miami. Other mutants speak in longing whispers of the beautiful and elegant Nightflight, which is a palace where Darwin's Delight is a shit-stained fortress.

Psi-Watch's own research confirms Nightflight is located deep within the Bermuda Triangle, a massive artificial island protected beneath multiple layers of holo-camouflage and defensive psi-tech. Constantly on the move, Nightflight hovers almost a hundred feet above the warm, Atlantic waters, kept aloft by a caste of genetically engineered, magnetically empowered mutant drones.

NIGHTFLIGHT

The City of Nightflight is governed by the Council of the Helix. Some of the oldest, most respected of Earth's mutants, many of the wise old reptiles on the Council have survived since World War II. The atomic detonations of Hiroshima and Nagasaki created the first true mutants, and many on the Council were just children as the Japanese occupation began. As this first generation of mutants grew up, they saw the Republic of Cebary's increasing prosperity, built upon the backs of mutant slaves, and saw the bloody witch-hunts occurring in the USA. The Genomic Underground was formed to protect mutants, to find a way to get them to safety..... but none of the first generations of mutants knew where they could find safety.

With no nation willing to take them in, the Genomic Underground was a besieged nation....one without borders. Building a homeland, somewhere far from human eyes was seen as the only option. In 1961, the Genomic Underground began construction of a hidden sanctuary deep into the Antarctic interior. By 1962, over 5,000 mutants called the Moria Settlement home. By 1963, they were all dead, slaughtered by unknown forces, and every one of their beautiful, alien structures razed to the ground. Before other members of the Genomic Underground could investigate what happened to their brothers and sisters, a 15 megaton nuke eliminated all trace of the settlement.

As the mutant race struggled to come to terms with the tragedy, and to pick up the pieces of their atomized homeland, the Huxley Emergence offered the Genomic Underground a devil's bargain. Using their genetic technology, the Emergence

transformed a cadre of Mutant volunteers into the near-immortal Indomitables- mango-kinetic mutates capable of levitating an entire artificial island. Mutant technopaths and geniuses designed a floating cityscape to Mutant specifications, according to Mutant science: a place unlike anywhere else on Earth. In exchange, the evolved humans of the Emergence bought Mutant loyalty, in perpetuity and access to Mutant genetic materials.

Today, Nightflight is prosperous and legendary, undisturbed by humans. The Emergence's technology keeps the floating island cloaked deep within the Bermuda Triangle. The city is governed by the Council of the Helix, who carry out the will of the populace. Council meetings and national policy is decided by telepathic conference, and even the youngest, pre-verbal Mutants have a voice in the strange government.

The nation is sustained by the sea's bounty, with large numbers of the nation's Mutant citizens displaying aquatic mutations and thriving as fisherfolk. Vertical hydroponics gardens 500 ft tall rise high above the city's onion-dome rooftops. Technology is centuries ahead of the Terran baseline, almost approaching Culture standards. For the Mutants fortunate to find it, Nightflight is a paradise, and for everyone else, it is a hope not often expressed...especially where human ears might hear.

THE LAND OF WHITE JAGUARS

The Land of White Jaguars is the homeland of all feral-born Mutants. The hidden nation seeds clouds with pheromone traces, which drift on high altitude jet streams. Across the world, catlike Mutants occasionally pause, sniffing the air, scenting traces of a place they've never been, but have dreamed of all their lives. Those that undertake the long journey into the deepest Yucatan jungles are automatically citizens of the Land of White Jaguars.

In 1974, one of Nightflight's greatest soldiers left the mutant utopia in search of a homeland for his own breed of Mutant. Founded by the legendary Cold Talon, The Land of White Jaguars is a haven for self-described *Ferals*. The Land is a place where mutants whose genetic gifts express as predatory atavism can hunt and kill without the terrified glances of baseline humans.... Or the disapproval of more civilized breeds of Mutant.

The Land of White Jaguars is located deep in the Yucatan Peninsula. Cold Talon and his settlers took up residence in ancient, pre-Colombian ruins believed to be of Atlantian origin. Within months the Ferals had restored the ruins and even installed mutant-tech power sources and defenses, to complement their hunting patrols. By 1975, a twenty kilometer radius around the settlement was firmly under Feral control, as the predatory mutants killed or drove off the land's human inhabitants. Today the Land is a dark legend among Mexican citizens, a place where the roads no longer go and even the drug cartels fear to violate.

Within their blood-stained borders, the Ferals have built a proud society based upon instinctive codes of honor and courage. Compared to Nightflight, the Land of White Jaguars is low technology, though the settlement does have electricity and decent medical technology, and its soldiers use modern weapons. Though the Ferals of the Land trade rail guns for natural claws when they must, they prefer fresh killed game to refrigerated meat, and favor forest chases to sitting in front of an XBOX.

Cold Talon himself no longer rules the Land. He willingly stepped down from the throne in 1994, sacrificing himself for the good of the nation he built. His chosen successor, Bubastis Black, a feral mutant from a parallel future, ate the still beating heart from his breast and claimed the right of command. In the Land, Bubastis Black found a peace of mind she never dreamed existed in her native time-line, and she will do anything to protect that peace.



Under Black's auspices, the Land has made important allies. Some of the Land's most courageous soldiers serve with Psi-Watch, earning honor and glory in battle, and returning to the land as conquering heroes. Today's Feral kittens are taught English, Spanish and the land's own musical tongue, and expect that one day they too will leave the land and become soldiers of fortune. Black trusts Psi-Watch trained Ferals implicitly, choosing her body-

guards and consorts from among the males.

In return for the service of the Land's best, Psi-Watch protects the tiny, secret nation-state. Bradbury Station's orbital lasers are trained to vaporize any threat that comes within a kilometer of the settlement without authorization. Black is pushing Psi-Watch and the United Nations for official recognition of her homeland.

Her openness has made enemies. Traditionalists within the Land want the settlement to remain hidden and protected by red tooth and claw, not international treaties. Black has survived at least three assassination attempts. Each time the conspirators have ended up on the execution cross, dying for days. Secretly, the Jaguar Queen worries that the next assassination attempt will be successful and will return her proud nation to savagery.

Yahn Mines

The Land of White Jaguars sits atop one of Earth's richest Yahn crystal deposits. The mineral wealth makes the Land a tempting target for developers, and the natives have fought many secret wars to protect their most precious resource. The presence of such a huge deposit of Yahn crystal acted as a dimensional beacon, drawing Bubastis Black across the dimensional gulf from Otherverse America to this time.

HUMANITY'S SWEAT

If the Genomic Underground exists to protect mutants from human bigotry, then Humanity's Sweat will claim it exists only to protect humanity from mutant dominance. Humanity's Sweat dates back to the late 1960s, where it began as a coalition of labor unions and anti-mutant 'hunter clubs'. The organization quickly began focusing on political influence, though it still hosted dangerous (but highly attended) 'hunts' where members could for a fee, hunt mutants like prestigious game animals.

With the exception of the military, even though today's mutants are considered legally human, thanks to Humanity's Sweat, they are banned from working in most fields. The organization's chief argument is that even though many mutants could use their powers to do the work of dozens of workers, allowing them to do so would be discriminatory against 'pureline' humans. So far, the courts agree, and the Humanity's Sweat has a multi-billion dollar lobbying empire behind it, pushing to ensure that mutants can't work.

Humanity's Sweat has lavish offices in New York City and Washington DC. The organization has secured special governmental permission to station cybernetically enhanced and high-tech security forces on site to protect their facilities. Humanity's Sweat's paranoia is justified: their offices have been assaulted dozens of times in the last few years alone, and the organization has managed to turn each assault into a propaganda victory for itself.

Humanity's Sweat is chaired by Dr. Anthony Grivasse, a geneticist who lost his license to practice medicine after two of his patients died while undergoing experimental therapy designed to 'cure' their mutations. Though no longer legally a doctor, Grivasse still sees New York's wealthiest elites in his organization's NYC headquarters, where he 'helps their children overcome mutagenic deformities' through the same high dollar and high risk methods that cost him his career.



THE HUXLEY EMERGENCE

The Huxley Emergence is one of the most powerful and influential non-governmental bodies on the planet, a secret society of psi-capable and genetically superior elitists. The Emergence has a level of influence and control over world affairs usually reserved for first world nations, and in many ways are the world's last (and most secret) super power. The Emergence was established during the late 1950s, as a coalition and social club for unaligned psionics and metahumans, unconcerned with Cold War politics. Over the years the Emergence mutated from an elitist gentlemen's club into a world power.

The inner circle of the Emergence is composed entirely of Ultra-Minds and psionically adept metahumans, including some of the most skilled telepaths, Nano-Sculptors and precognitives on the planet. The Huxley Emergence revels in its gifts, and celebrates the genetic gifts that put them above the majority of non-psionic humanity. To the Emergence, fully 90 percent of humanity is useless, slave surplus whose needs and opinions don't matter. This teeming, hopelessly mundane horde is shaped and led by the elite of ordinary humanity: artists, innovators and leaders. The best of these 'elite ten percent' are almost worthy of Emergence membership, and

are rarely invited to join the elite conspiracy.... as junior officers.

The Huxley Emergence has dedicated itself to controlling humanity towards its own ends, using their intellectual gifts to manipulate the world economy, media and governments to suit them. Effectively, the Emergence already rules the planet, controlling it through a series of proxies, dummy corporations and mind-slaves. Some factions within the Emergence see mainstream humanity as nothing more than slaves or entertainment; especially cruel members of the Emergence view destabilizing countries, ruining economies and sparking genocide as high art, and compete with each other to see who can sculpt the most artistic human tragedy.

Other factions are more benevolent, and seek to uplift humanity to their own level, by any means necessary. Referred to as the “Good Children”, these metahuman elitists often speak of humanity using the metaphor of a parent with Alzimers; the aging parent may still be loved by its good children, but is no longer trusted or competent to make its own decisions. These Good Children are responsible for many of the mutagenic events of the last three decades- well engineered ‘accidents’ designed to spread psionic potential and super talents to as wide a section of humanity as possible, even if thousands or millions of *mundanes* have to die to birth a single new superhuman.

The Good Children of the Huxley Emergence were responsible for the chemical spil, which created the current generation of Patriot Anvils, for the pollution responsible for the creation of new Shiftsteel Symbionts and dozens of other mutagenic eco-disasters. Similarly the Good Children masterminded the lethal chemical plant explosion in Bophal, India, during the mid 1980s, which killed hundreds but lead to the birth of dozens of new Indian psions. Many believe they also masterminded the Challenger disaster, leading to the birth of that metahuman race



as well. Many of North America’s mutants were created at the hands of the Good Children.

The Emergence is headquartered in the Arizona desert, several miles outside Phoenix, in a gleaming chrome and red adobe tower that stretches more than 50 stories into the desert sky. The Emergence owns miles of desert land around the tower, giving them the privacy necessary for their experiments. Their influence within the military ensures that satellite over flights are rare and predictable, allowing the Emergence to easily hide its activities. Railroad tracks and switch lines, their exact purpose and ownership hidden behind a dizzying maze of dummy corporations and ownership transfers.

The railroads into the Emergence compound are the only visual evidence of the Emergence’s greatest crime against humanity, a ‘forcible uplift’ campaign which is still ongoing. Using nearly a million of America’s homeless, the illegal immigrants which crisscross the Arizona desert and other easy victims as test subjects, the Emergence has made great strides in genetic engineering, but at a stagger-

ing cost in human life. The vast majority of the test subjects have died during the uplift surgery and gene therapies, but a handful have emerged with psionic talents of their own. Most of these survivors are inducted into the Emergence, working as psionic assassins and brainwashed soldiers within the Zookeepers, though a few have escaped into America's Genomic Underground- not quite mutants, but still welcomed and comforted by their strange siblings.

A senior inner council member, chosen by secret ballot, is referred to as The Brilliance and commands the Huxley Emergence. A Brilliance can be voted out of office at any time, by a majority of Huxley Emergence senior officers, and must be coldly brilliant and psychopathically perfect to retain the throne. The current Brilliance is Genevieve Tereskova, a precognitive Nano-Sculptor and futurist who once worked for the United States government. Under the codename "Forbid", she served as a Puzzle Ops agent for nearly five years, working closely with her former lover Chuck Wisenfeld.

She accompanied the metahuman agent into Iraq on the mission that cost him his eye, and her experiences within the military convinced her that humanity was too shortsighted and diseased to be allowed to control its own destiny any longer. She discovered the existence of the Emergence soon afterward, and was recruited into the conspiracy in exchange for keeping its secrets. Her rise within the Emergence has been swift and easy, not to mention shockingly brutal, even by the standards of the usual bloodthirsty politics within the terror cell.

THE CHURCH OF THE THEMLIC MIND

The Church of the Themlic Mind won its tax-exempt status as a legitimate religion less than five years ago. Before that it was classified as a cult. The Church is headquartered in Phoenix, AZ, less than an hours drive from the Huxley Emergence's gleaming monolith. The Church is dedicated to the expansion of human potential, and the unlocking of

human psi-talent through meditation, education and loyalty to the Church.

The Church of the Themlic Mind is a fast growing, viral faith. It has already made inroads into entertainment and pop culture. Everyone in Hollywood has at least dabbled in Themlic Mind meditation, it seems. Clean and futuristic Church offices can be found in major cities across America and Europe, and are staffed by dedicated Church officers, many of whom have at least minor psi-talents of their own. With access to a wide selection of low-level psions, the Church of the Themlic Mind can make good on its startling claims: believers really can become more clearheaded, more driven, more artistic, and overcome painful memories and repressed fears.

The Church of the Themlic Mind charges a high price for its services, both in terms of loyalty and in terms of finance. Donations to the multi-billion dollar faith fund the Emergence's experiments. Guided by their psionic mentors, true believers in the Church are easily programmed, and will work towards the Emergence's ends without ever realizing it. In addition to a variety of dupes and sleeper agents, the Church of the Themlic Mind is the semi-official religion of the Emergence, and a plurality of its members practice the discipline. Challengers with Activator talents are especially sought after by the Church of the Themlic Mind. Those willing to become teachers and acolytes are rewarded almost beyond their wildest dreams: money, sex, fame are all theirs if they agree to 'awaken' the Church's wealthiest and most ardent human supporters.

The Church of the Themlic Mind was founded by Conroy Heisler, one of the Emergence's leading lights. The science fiction author is a Patriot Mechanic, himself a product of Atlanta's hidden gene-labs. He was rejected for Psi-Watch training during the early 1970s, when his arrogance and psi-supremacist views first began emerging. Since then, he has gathered like-minded psions to his banner, and begun building his elitist utopia out in the Arizona desert.

THE ZOOKEEPERS

The Zookeepers are the Emergence's private army. The fearsome legion of mutants, psionic assassins and hunter-killers is composed of post-human traitors, alien mercenaries and cyber-enhanced thugs who are useful to the Emergence, but are too simple minded or untrustworthy to be elevated to the Huxley Emergence's inner circle. Zookeepers are well paid and live in luxury within the Huxley compound; Zookeepers are allowed to choose playthings and sexual slaves from among the Emergence's failed experimental subjects.

The rape, torture and eventual murder of non-psis and lesser mutants is presented to prospective Zookeeper candidates as a perk of the job, allowing the Emergence to easily recruit a crew of brutal sadists who are easily controllable so long as they are given a fresh selection of playthings regularly. For the Emergence, recruiting post-human serial killers and rapists- or creating such monsters- is a cost effective solution to problems of army building and manpower.



CELL BRAVADO

Five years ago, the Erik Stenson and four of his friends disappeared while on a post-college road trip from upstate New York to Florida; their rent-a-car was found abandoned; no trace of the five young men and women has ever found. The disappearance and the search for the five was a CNN headline for weeks. Eventually the five were declared legally dead; their friends and family mourned, and the enigma of their disappearance was forgotten.

The truth behind their disappearance leads directly into the heart of the Huxley Emergence. While traveling through South Carolina, the five stumbled onto a squad of Huxley Zookeepers loading a shipment of homeless test subjects into one of the

Emergence's many black railroad cars. The conspiracy quickly realized the danger the students posed, and arranged for them to disappear; the five joined the homeless victims they had tried, futility, to save.

Over the next few months, the five students were experimented on by the Emergence's scientist and gene-sculptors, tortured and violated in every

way possible. Most died, along with the rest of their batch of test subjects. In the end, Stenson was able to break free, leading a small band of newly empowered and horribly scarred psychic warriors to freedom. Though Stenson wanted to take his revenge against the unknown forces that ruined his life and imbued him with psionic talents, he realized the enormity of his task and wondered if his surviving friends and new allies were up to the task. His warning to them: “This can’t just be about bravado”, became the unofficial name of the anti-Huxley cell Stenson founded.

Cell Bravado operates independently, without sanction or funding, moving throughout the United States, usually only a few steps ahead of Zookeeper hunter-killers. The small, close-knit unit is usually referred to as a homegrown terror cell by the Huxley controlled media. Cell Bravado operatives and sympathizers have had run ins with Psi-Watch and Puzzle Ops, though fearful of how deep the conspiracy might reach, the reluctant young warriors have refused all aid or contact from anyone who wasn’t with them in the uplift camps.

Cell Bravado is mobile, its members rarely staying in the same town for more than a night or two. The majority of Stenson’s inner circle has gone deep underground. Stenson and his closest friends can sometimes be found deep in LA’s Pyru territory, counting on the city’s lawless anonymity to protect them. Stenson is torn between approaching the meta-gangs for protection and his desire to remain deep in the shadows. After witnessing the Nation take down a Zookeeper squad from hiding, his need for allies may win out over his caution.



METAMORPHIS NORTH

In many ways the city of Detroit is wholly owned and operated by the Metamorphosis North, a mega corp which produces some of the deadliest and most advanced military weapons and vehicles the world has ever seen. Founded during the early 1960s, Metamorphosis North made a name for reverse engineering Neon and Culture war-tech and selling a lethal new generation of power armor

and combat cyber-chassis to the Pentagon. By the mid 1990s, Metamorphosis North had become one of the largest and wealthiest Fortune 500 companies, and had become the state of Michigan’s largest employers. When Bradbury Station was constructed, Metamorphosis North was lead contractor- responsible for bringing in the space platform under budget and slightly ahead of schedule.

Today, Metamorphosis North’s wealth is truly incalculable, as is the personal power of its CEO, Elizabeth Vose. The illegitimate daughter of America’s first Nanosculptor and a stranded Culture navigation officer, Vose grew up surrounded by ultra-tech. She built her first mecha-suit at eight, and by twelve she’d designed and field tested her first faster than light drive. However, when her mother abandoned her adopted homeworld to return to the Culture, the teenaged Vose was devastated.

In the years since, she has become cold and hard. She exploits her half-Cultural heritage to diplomatic advantage over other Earth-bound Culture citizens. Vose and her company are often used as a mediator between Psi-Watch and the Culture, and Vose’s influence has only increased with General Marlowe’s ascendancy to High-Psi. None of the Culture representatives she deals with on a weekly basis have any idea of the sheer

contempt Vose holds for the race; she hides her emotions well.

During the early 1980s, Vose made perhaps her greatest discovery, while attempting to reverse-engineer a captured Culture FTL drive. She discovered the existence of a war-torn alternate future with its own heroes and villains, but without a native Culture of its own. Through skillful manipulation of space-time curvatures, Vose was able to infiltrate this alternate Earth's history, and create mirrored version of Metamorphosis North. With access to this alternate world's unique technologies and metahuman biology, Vose has not only grown her wealth to nearly incalculable levels, she has been able to equip her private army with weapons plundered from an alternate 22nd Century.

Vose has no interest in the safety or interests of the inhabitants of the alternate future. While in this reality, her business remains mostly legal, her mirror-corporation has no such scruples. Vose considers the Otherverse America reality a live-fire R&D laboratory, a resource to be exploited, nothing more. She harvests mercenaries, weapons and technical innovations from Otherverse America without a single moral qualm. In the event of the discovery of her corporation's true nature, Vose is prepared to sacrifice all her cross-dimensional employees. Her ultimate contingency plan is macro-nuclear detonation that would vaporize the alternate Detroit and all evidence of her dimensional gateway.

In the event of a similar crisis on her home reality, Vose has prepared a series of "Bolthole" realities for her self and her executive board and their families. Boltholes I, II and III are alt-versions of late 19th century Earth, already pre-seeded with covert robotic pioneers. In the event of a crisis, Vose's executive board can leap to any of these three worlds, activate the dummy corporations they have seeded and re-invent their way to unimaginable wealth.

Some of her executive board have already sent their children and grandchildren ahead of them through the gates to one of the Boltholes. There,

their children grow up as privileged imperialists, blessed with unimaginable wealth, genetically encoded psi-powers and protected by perfectly passable android nannies two centuries more advanced than anything else the era has to offer. A growing faction within Metamorphosis North sees no reason to wait for the inevitable crisis before migrating to one of the Boltholes, and wants to leave their birth-reality behind upon their own timetable. So far, the vote has always come down to delay the Migration, but tensions between pro and anti-Migrant factions within the Metamorphosis North executive board continue to build.

DETROIT PSI-SWAT

Detroit is home to one of the highest concentrations of metahumans, psionics and mutants in the United States, and their already over-stressed, overworked and outgunned police force is now forced to cope with an endless horde of super powered thugs and gangbangers. With the city and surrounding communities impoverished by the failure of the US auto industry and left a foreclosed wasteland by the 'subprime' housing crunch, Detroit PD is forced to rely on corporate donations for much of its operating budget.

The economic crisis following the 9-11 Assault allowed the arms manufacturer to buy up huge tracts of land within the city itself, transforming hundreds of abandoned city blocks into a huge 'urban warfare' training center and proving ground for new weapons systems. Metamorphosis North owns huge tracts of Detroit itself, as well as smaller suburbs like Flint, not to mention several hundred square miles of wilderness land stretching across both sides of the Canadian border. Metamorphosis North owns Detroit in all but name, and often uses its wealth and influence to sway local politics to the company's favor.

In return, despite working for one of the poorest urban areas in the nation, Detroit Metro's front line officers are some of the best armed and equipped in the country. Metamorphosis North donates millions of dollars in body armor, advanced firearms (including light energy weapons and

advanced non-lethal devices) and power armor to Detroit Metro. The cops are given the gear they need to survive going up against metahuman opponents; Metamorphis North gets to see how its products will hold up in actual combat, cutting months off the design and development cycles.

The arrangement has kept the embattled, impoverished city relatively stable for more than a decade now. There are persistent rumors, especially among peace advocates, civic reformers and Metamorphis North's political enemies that Metamorphis North imports and equips metahuman criminals entering the Detroit region, in order to keep its 'proving ground' filled with a constant stream of post-human targets.

PSI-SWAT is the name on the street for the most fearsome and experienced combat unit within the Detroit police department. The men and women of PSI-SWAT are among the most experienced anti-psi / anti-mutant fighters on the planet, and are trained to a level rivaling Psi-Watch itself. The two organizations train together regularly, often accompanying each other on missions, or running intricate war games in Metamorphis North's expansive training areas.

Psi-Watch recruits veteran officers from within PSI-SWAT, while the Detroit police force offers an attractive second career for super soldiers dissatisfied with life on Bradbury Station or forced from the organization by injury or internal politics. The Detroit police force boasts one of the highest non-military concentrations of mutants, cyborgs and psis in the world. Tough, trustworthy superhumans are hotly recruited by the DPD, and can earn a decent living as a one-mutant riot squad

PSI-SWAT officers are given exceptional freedom in how they conduct operations, and considering the sheer lethality of the threats they face, are allowed to use truly incredible amounts of force. Detroit's PSI-SWAT is fronted by Sergeant Esmerelda Karnes, better known by her heroic identity of "Bloodspray."



The veteran officer is a rarity - a Blooded Ghost from a small clan which abandoned their war with the Culture centuries ago and assimilated into the larger human community. Karnes' ancestors settled in central Mexico three centuries ago, developing a reputation as a family of *bruja* - witches, seers and healers. Karnes wanted more for herself than the anonymity of rural Mexican life. Shortly after the turn of the century, she immigrated to America, living under a succession of false identities.

Karnes was recruited by the American military for the first time during World War I, and has served as an infiltrator and assassin for nearly a

century. By the 1980s, she had retired from the military, seeking a bit more stable, less morally grey life as a super-cop.

Only her hatred of the Culture and her distrust of General Marlowe prevented Bloodspray from joining Psi-Watch. Today, Karnes lives openly as a metahuman, though only a handful of highly placed intelligence agents and some high caste Culture members are aware that her metahuman gifts are a result of her Blooded Ghost heritage and not typical mutations.



Watch's out processing center is located in downtown Detroit. Dishonorably discharged mutants and failed supersoldier candidates often end up in Triple Helix simply they have nowhere else to go and no money to get there anyway. The sanest and most capable eventually find their way into Metamor-

phosis North's private army, but the worst of the worst trickle down into the Helixes.

The earth bound members of the Culture do not consider Karnes or her PSI-SWAT organization an active threat, but do watch the unit and its leader closely, fearful that the Blooded Ghost will turn the full might of her strike squad against their species. Slayton and his Bradbury Poker League watch the veteran skinchanger closely, wondering if she would make a good ally when their conflict with Marlowe finally comes to a head.

TRIPLE HELIX

Its existence is unproven but its presence is a known reality to the men and women of Detroit's police force. One of the nation's largest mutant cities can be found in the Detroit wasteland. An abandoned auto factory and most of a decommissioned power plant have been converted into the ramshackle tent city, Triple Helix. Triple Helix is a home for those mutants too deformed to pass for human and not lucky, smart or disciplined enough for life in the utopian Nightflight.

The Helixes population has been growing steadily since the early 1990s. Detroit's pollution and the prevalence of mutant-on-human rapes has spiked new mutant births in the area. Worse, Psi-

Life in the mutant ghetto is post-apocalyptic. Heavily augmented and hideously deformed "Freaks" rule the settlement, getting the most and best food, setting up squats in the few buildings that have electricity and dominating Triple Helix' open-air drug market. The strongest and most savage mutant can crown himself King Freak, and live in relative luxury until someone stronger or meaner comes along. The title of King Freak and the composition of the settlement's inner circle-the Hardgene Crew- change every few weeks. Murder and rape are common, no longer even commented upon by the residents of Triple Helix. The strongest and strangest rule and they take what they want. Being a weak mutant, a careless human wandered in to buy meth or crack, or worse a pretty mutant, are all death sentences in the Helixes.

THE THUNDER BATTALION

The Thunder Battalion is a mostly metahuman militia with chapters in Michigan, Montana, Oklahoma and the Dakotas. The militia became active a few years before the still unsolved Oklahoma City bombing, and remains a prime suspect to this day. Superhumanly enhanced militia members have killed dozens of Psi-Watch agents over the years, and the Battalion's leader Major Malcolm Raney is number three on the FBI's Ten Most Wanted list. Back in his day, Major Raney was a hero- a highly trained, respected Combat Type who fought under the code identity Thundersteel. Prior to his defection, Major Raney mentored Ed Slayton, saving the man's life during a 'black' mission into Soviet Afghanistan.

Sometime after the first Gulf War, Raney went bad. He killed his way back from Iraq and went to ground in Michigan. Soon after he was back in country, Raney began recruiting Psi-Watch's

rejects, especially those kicked out for bigotry in the ranks and began assembling his post-human militia. Over the years, Thunder Battalion has absorbed dozens of smaller, lower-end and mostly human militias. Loyal militia members with even a glimmer of psi-talent are 'awakened' by the Major's wife, the rouge activator Miranda "Willpower" Raney.

Raney's objective is the eventual overthrow of the US government and the imposition of a white Christian theocracy. Though he doesn't like dealing with the mixed race Elizabeth Vose, Raney still has strong contacts within Metamorphosis North. The arms dealer keeps Raney's militia well equipped, and most of the Battalion's crimes are robberies intended to stock their armory. Raney's ideology is familiar enough that many of Metamorphosis North's extra dimensional Lifer mercenaries eventually find their way into the ranks. Thanks to his cadre of dimension-crossing terrorists, Raney has access to 22nd Century urban warfare weapons and tactics.



THE NAILS

The Nails are a Detroit gang with chapters in cities across the nation, and one of the most powerful collection of rouge power armor pilots and meta-thugs in the country. The OG Nails got their start and their name from their theft of three dozen construction exo-suits from a Metamorphis North warehouse in 1991. Within a few months, the gangsters had customized the stolen hardware into a surprisingly effective set of jury-rigged combat suits, altering the steam hammer and nail gun attachments on the left arms of their suits into a garage-built version of a railgun.

Armed with these fearsome pieces of custom hardware, there wasn't a bank vault or armored car the Nails couldn't rip apart. The Nails were more than a match for anything the local cops or super-soldiers could bring to bear, and the gang bangers quickly became self taught urban warfare experts. The threat of the Nail gangs marked the beginning of the Metamorphis North / Detroit Metro partnership.

Today, the Nails have fragmented into a dozen competing gangs, and violence between sets is epidemic. Locally, the Flint Nation Nails and the Iaccoca Avenue Nails battle for control of the drugs and robbery trade, while the Los Angeles based Fifty Murders Nails are attempting to unite the entire organization under its colors. They may succeed, thanks to the strength of their Mutant members.

THE LA PYRU NATION

LA might still fly the United States flag, but it hasn't been a part of America since the Rodney King riots. Panicked by the widespread looting and arson, the LAPD's riot control squads unleashed what they thought was next-generation tear gas on the rioters. The cloying urine-yellow chemicals that burst out of the LAPD's grenade launchers were anything but ordinary.

Highly placed Huxley infiltrators within the police force and courts engineered the King verdict,

while counter-culture agents sparked the first riots. With the justification of mass violence in place, the Huxley Emergence was able to deploy an untested mutagen on the crowds. Nearly 10,000 Los Angelinos died from the gas' side effects. Almost a million more were mutated. Unable to cope with the rising tide of terrified metahuman rioters, the LAPD retreated into Beverly Hills and a few other enclaves, leaving the rest of the city to burn.

A few weeks later, LA was a city transformed. Nearly 70 percent of the city was razed, while newly metahuman warlords carved out territories for themselves. Meanwhile, LA's ultra-rich protected themselves behind glistening force domes and hired vicious, private security cyborgs to keep the city's millions of mutant poor at a safe distance. LA's Bloods and Crips, under the command of their superhuman generals, ended their decades long war and formed a new gang: The Pyru Nation. By force of arms and a reputation for fearsome violence, the Pyru Nation has claimed most of LA for its own. Its thugs are the only law for most of the city. The Pyru Nation controls the California drug trade, flat-out owns the prisons and is rapidly expanding its suburban territory. Pyru meta-gangers have killed hundreds of Cali gangleaders, absorbing their territory and members with each kill.

Though territorial and prone to violence at the drop of a hat, the Pyru Nation's current general, the four-armed Carlos "Stricture" Vega keeps tight control over his mutant gangsters. The city's ordinary citizens are allowed to live their lives mostly unmolested, as long as they show proper respect. The humans unfortunate enough to be living in poor LA are prisoners and human shields, unwillingly protecting their Pyru overlords by their presence. From the rooftops, Pyru Nation soldiers keep a wary eye for outsiders, and for the occasional LAPD patrol guarding some wealthy citizen wanting a tour of the post-human ghetto.

The greatest threat to the Pyru Nation is not the out-gunned cowards of the LAPD, nor the still-human gangbangers trying to carve out a piece of



LA's pie for themselves. Zookeeper squads descend on LA regularly, to kidnap experimental subjects and interesting mutant slaves from a place where US law no longer matters. Heavily armored Zookeeper patrols snatch meta-banger and mutant civilians alike, placing the Pyru Nation's thugs in the unlikely role of heroes- they are the only one willing and able to keep LA's poorest citizens safe from the Huxley conspiracy.

The Pyru Nation is one of the few factions to have ever captured a Zookeeper shocktrooper armor intact. Normally, the fearsome armored warriors self destruct upon capture, but Vega's canny troops have found ways around that. Initially Vega thought he might be able to equip the Nation with the stolen powered armor, but proved unable to reactivate the damaged suits. With his dreams of mechanized superiority crushed, Vega quickly forgot about the armor. The Pyru Nation's headquarters- a disused Coca-Cola bottling plant turned into a fortress- is decorated with the lynched corpses of dozens of Zookeepers, their now graffiti covered armors mostly intact.

The gang leader doesn't realize how valuable his gory trophies are, though Vega and his men have fought off Metamorphosis North hunter-killer squads who invaded their territory in an attempt to recover and reverse engineer the Zookeeper suits. The incident did wake Vega up to the fact that the armors may be more than just an interesting junk. The multi-limbed gang leader is considering who would offer his Nation the best bounty on captured armor: so far he's fielded offers from representatives of Metamorphosis North (who finally realize it might be easier and cheaper to just buy the armor), Mung Thoy Than and Puzzle Ops. Stenson's Cell Bravado can't offer anything to the gang leader, and knows appealing to his good nature would be useless, so they are trying to figure out a way into fortified the Los Angeles compound to steal one of the suits, hopefully without attracting any Mutant attention.

THE NATION OF CEBARY

Cebary is a small African republic located just north of Cape Horn, caught between the sea and the larger Republic of South Africa. Long ago, Cebary was a Dutch East Indies colony, earning a quiet prosperity from the slave trade. Through out the 19th and early 20th Centuries, Cebary sustained itself through the diamond trade, until the late 1950s when a rapidly modernizing Cebary discovered a more valuable commodity: mutants. Along with Mung Thoy Tan, Cebary is one of the few nations to trade openly in metahuman slaves. The small country's entire existence is based around the sale, breeding and export of mutants.

The human citizens of Cebary enjoy an amazingly high standard of living, as most of the unpleasant tasks associated with a first world economy are performed by mind-wiped mutant slaves. Children are screened for mutant genes in utero, and those who aren't secretly aborted by shamed parents are taken from their mothers minutes after delivery and raised in huge production farms. Forcegrown to adulthood over 18 agonizing months, these mutant babies are educated by VR and neural implants, and assigned duties commiserate with their particular mutations. Once they reach physical adulthood, Cebary's mutant slaves are permanently fitted with the colorful nanosuits that mark them as slaves and



sustain their altered metabolisms.

These dead-eyed soulless bio-machines, in their brilliant vinyl, are a common sight in Cebary's city, particularly its capitol Klaremount. They can be seen pruning hedges, washing windows, working the kitchens and protecting the borders. Thanks to its mutant army, Cebary has remained stable and prosperous in a war torn region. Export of custom built slaves has made the nation prosperous. Officially, United States law prohibits the importation of Cebaryite mutants or clones, but the ultra wealthy still find ways to own one of these colorful status symbols.

The nation is governed by a Parliament and an elected Prime Minister. Genetic purity codes prohibit any bloodline that has ever produced a live mutant birth in the last five generations from ascending to the role of Prime Minister, and the current Prime Minister, the Honorable Louis Van De Merwe, can go one better. His family can trace its pure genetic heritage back to the nation's founding in 1642... at least according to official records. The Prime Minister uses Unit Three, his nation's feared internal security apparatus, to brutal squash rumors

that his third daughter didn't die in a tragic automobile accident, but survives as a mutant outcast.

Unit Three's commanding officer, Col. Hank Blomkamp has used the Prime Minister's secret shame (which he has kept a secret even from his subordinates) to increase his unit's funding, prestige and autonomy. Secretly, Van De Merwe worries that Blomkamp is preparing for a military coup, and to prepare for a day when he may have to flee for his life, has been funneling money out of the national treasury and into anonymous international accounts. Ironically, these slush funds may prove to be the Prime Minister's undoing- he still doesn't realize that before her 'death' his daughter Klarissa memorized his authorization code. In happier days, Klarissa pilfered a few thousand dollars here and there for designer dresses and expensive watches: today, she funds her revolution with her father's stolen money.

THE FREE CEBARY MILITIA

The Free Cebary Militia is the only organized resistance movement dedicated to ending Cebary's slave-economy. Funded by the Genomic Underground, mutant heroes from around the planet serve with the FC Militia. Local mutant soldiers act as unit commanders, directing foreign fighters at Cebarite targets of opportunity. The Militia fights a doomed battle- they are outnumbered by a ratio of more than ten thousand to one. They can't count on human assistance- even the most liberal Cebarite abolitionists don't work with the freedom fighters. While Cebary's liberals might wish the slave trade stopped, they certainly don't consider Mutants their genetic equals.

The Militia is hunted fiercely by Cebary's internal security arm, Unit Three. Using specially trained mutant trackers, Unit Three boasts an impressive success record against the Militia. Unit Three has killed or imprisoned the Militia's senior leadership and founders, and its only through the Militia's insulated, cellular structure that it survives at all. The Free Cebary Militia's one success story has been a technological one- they've designed a process to free a mutate from their slave-suit and discovered ways to breakthrough a slave's condi-

tioning. Offered freedom for the first time in their short, brutal lives, many of Cebary's escaped slaves will sign on with the Militia no matter the risk.

The Militia is spearheaded by Klarissa Van De Merwe, the ostracized Mutant daughter of the nation's leader. Three years ago, when her mutant abilities manifested while she was at university. Horribly burnt over most of her body, the young mutant only survived the staged car accident that removed her from polite society thanks to her metahuman regenerative talents. The mutant rebel leader hides her scars behind a holographic façade. She refuses to touch people or shake hands not only because they might feel the gnarled burn tissue that her holo-disguise masks, but due to an out of control psychometric talent. The only thing her object reading talent is good for these days is sniffing out traitors and informants in her own ranks, which may be the only reason she is still alive and (almost) free.

THE PROGRESSIVE REPUBLIC OF MUNG THOY TAN

The P.R.M.T.T. is a small and prosperous nation off the coast of Vietnam, which freed itself from Communist rule during the mid-80s and today is one of the fastest growing economies in Asia. Mung Thoy Tan is marked by a nearly unbridgeable class divide- the wealthy elite of the nation have one of the highest standards of living on the planet, while the vast majority of the nation's citizens live in poverty and urban squalor. Mung Thoy Tan has developed a reputation as the most *laize faire* free market on the planet- everything imaginable is for sale somewhere on the islands 160 square miles.

Mung Thoy Tan is a beloved tourist destination and international party hot-spot. The nation's capital city of Cho Tho is built into the side of a long extinct volcano, and at night, the neon of the city's ten thousand bars, clubs, five star restaurants and luxury hotels are reflected in Mung Thoy bay like an endless spray of colorful stars. The nation's miles of black sand beaches are havens for surfers and sunbathers from around the world.

Prostitution and sex tourism are a major part of the rouge nation's economy; the United Nations has censured the country several times for its official stance viewing child sex tourism as an economic resource rather than a social problem. The island nation is one of the world's foremost producers of pornography, including highly illegal kiddie porn and snuff entertainment.

In addition to sex and sin, Mung Thoy Tan exports some of the worlds most advanced firearms and cyber-systems, and is well respected on the international arms market. Mung Thoy Tan has been a nuclear superpower more nearly thirty years, and has sold WMDs to a dozen rouge nations and terrorist cells. Even embattled ally nations such as Israel and Taiwan have done business with Mung Thoy Tan, purchasing everything from backpack nukes to next-gen mutagenics. Mung Thoy Tan trades regularly with the Huxley Enclave, with the two rouge entities exchanging slaves, mutagens and test data.

Mung Thoy Tan is governed from the Imperial Dragon's Palace in Cho Tho, and the hardliner government tolerates no dissent. Virtually every crime, from drug trafficking to graffiti, is a capital offence, punishable by death. Condemned prisoners are another exploitable and endlessly renewable resource for the rouge government. Every facet of their deaths are a profit to the nation- organs can be sold on the black market, their deaths recorded and sold as snuff theater, or the prisoners can simply be sold by the lot as slaves or experimental subjects.

The first and current Imperial President is Thong Muk Goi, a brutal warlord who slaughtered his way to power during the island's Grand Revolution in 1983. A consummate egotist, Muk Goi refers to himself as the father of his people, and his image adorns every square inch of Mung Thoy Tan's cities. Unlike many other dictators, however, Muk Goi has never instituted a purge of intellectuals... at least the ones who support his reign.

In less than 30 years, Muk Goi has transformed a once impoverished island into one of the highest tech nations on Earth, and despite the crushing poverty, virtually all of the nation's population are literate. Cybernetics implants, including lifestyle, entertainment and sexual cyber implants are common among all strata of society; in many ways Mung Thoy Tan is both preview and cautionary tale of the decades to come.

THE SHARK'S CURRENT

In ancient times, the people of Mung Thoy Tan were protected from conquest by the legendary and lethally unpredictable riptides encircling the island. Even today, the reefs and beaches of ultra-modern Cho Tho are littered with the rotting remains of Chinese and Vietnamese warships floundered upon the rocky coastline. The island's fisher folk gave these brutal tides the reverent name "Shark's Current". When Muk Goi came to power, he named his elite secret police force after this legendary part of the nation's history.

The Shark's Current as lethal as their namesake, and are instantly recognizable in their crimson samurai's armor. Their bodies are decorated and enhanced with some of the most ornate cybersystems on the market. The officers of Shark's Current are powerful telekines, trained to manipulate ectoplasm and kill with a thought. The best trained troops on the island are a cadre of specially trained Mind Reapers whose psi-blades take the form of ceremonial long spears. These cruel enforcers are allowed the run of the island. They take what they want, from money to food to sex and consider their plunder 'gifts from a grateful populace'. To refuse a 'gift' to a Sharks Current enforcer is a death sentence. Members of the Shark's Current are allowed to slaughter lower class Tan citizens for virtually any slight or offense, though they are trained to be deferential and helpful to the wealthy elite and to tourists.

In addition to telekinetic soldiers, the Shark's Current maintains a battalion of nearly 10,000 Gravedigger shock troops, culled from the ranks of the nation's executed dissidents. These re-

animated soldiers are created using a variant of the technology the Americans use to field their own Gravediggers. The techno-undead creatures are fitted with golden masks resembling a dragon's skull before being sent into the field. Finally, beneath even the Gravedigger suicide troopers, Mung Thoy Than's many orphans are pressed into service as child soldiers. Those who survive to their 14th birthday might be lucky enough to win a place in a Shark's Current squad, but most die far younger, kept in a constant meth-haze to keep them controllable.

The Shark's Current is commanded by the metahuman mercenary and international war criminal Garrison, a hulking, American born Patriot Anvil gunslinger. The massive warrior is a former Psi-Watch operative, who betrayed the team as soon as the rouge nation made him a better officer. The stone skinned goliath carries a pair of four shot Stinger missile launchers, typically a tank mounted weapon, which he fires from the hip like a pair of six shooters. The giant has a command staff of murderers and madmen, all of whom enjoy the money and freedom Mung Thoy Tan offers them in taking care of 'undesirables'.

THE BLACKLIST

The Blacklist is an international cartel of metahuman assassins for hire, who are allowed to operate from Mung Thoy Tan so long as these costumed killers take no action against Muk Goi's government and donate a substantial cut of their profits to the rouge nation. Many members of the



Blacklist pull double duty as 'consultants' for the Sharks Current, especially when Muk Goi must eliminate a member of the island's political and economic elite and can't have crime directly connected to him.

The Blacklist is comprised of killers from around the world, and its members are some of the most wanted men and women on the planet. The Blacklist are afforded a modicum of legal protection by their association with Mung Thoy Tan, which has allowed Blacklist operatives to buy their way to freedom in a dozen countries. During the summer of 2002, the Blacklist brought down a Psi-Watch "Phobos-T" transport and reverse engineered the Slide system within, dramatically increasing the group's mobility and opening new avenues of assault



and escape. (And body disposal: more than one of Blacklist's targets have simply vanished without a trace, their bodies teleported into deep space after the kill.)

A genetically enhanced and fully masked Frontliner of the same name founded the Blacklist in 1984. Little is known about the origins or motivation of the masked killer, but his accent marks him as American, and some comments the rouge has made lead Psi-Watch to believe that the assassin is the child or grandchild of an American dissident who was imprisoned by the House Un-American Activities Committee during McCarthy's witch hunts. Whatever his reasons, Blacklist apparently despises the nation of his birth, and will often cut his million dollar rates dramatically if the target is an American politician or military figure.

Today, Blacklist keeps to the shadows, allowing a younger and less restrained generation of assassins lead the organization which bears his name. No one really knows the true fate of the notorious assassin- some believe he's retired into well compensated obscurity, enjoying the Cho Tho nightlife, while others believe the feared killer died at the hands of one of the other assassins within the organization.

The ruthless and nearly silent assassin known only as Killing Spree is the most likely suspect in Blacklist's probable death. Where Blacklist and the assassins of his generation could be counted upon to get the job done and kill their target without any more collateral damage than absolutely necessary, Killing Spree and his ilk seem to relish racking up triple digit body counts. Fitted with a customized suit of jet black powered armor, nothing is known about Killing Spree's true identity- age, race, nationality and even gender are all enigmas. What is known is that the armored warrior has no qualms about causing September 11- scale mega-deaths in order to eliminate a single target.

THE PAINT

The world of underground blood sports and the metahuman military are closely entwined. Psi-Watch and other agencies often recruit from among skilled gladiators and combat showman who've already made their bones in multimillion dollar brawls. The largest and best organized fighting league is The Paint, so named for the intricate, nano-tech laced tattoos its best fighters display proudly. These nano-tats are both highly personalized trophy, celebrating victories in the ring, and light body armor, helping keep the league's best warriors alive for a few more matches. The tattoos also allow the Paint's mad genius leader to collect sensory data from fighters during a match, and make a tidy profit selling full-immersion recreations of his crew's most thrilling matches.

The Paint's leadership lives the high life in Cho Tho, but the Paint's matches take place- under tight secrecy- in desolate places around the world. The Paint's scheduled matches are held in the worst, war torn countries...places where Powered soldiers and their wealthy handlers gather *en masse*. The most exciting gladiatorial duels take place in the context of a larger war, often with lethal results for the losing fighter. Famous and hotly traded past fights have taken place in a live mine field, or in a Taliban-held cave system as US war planes approached with their lethal load of daisy cutters and MOABs.

Anyone with a knack for violence and metahuman gifts can petition the Paint for membership and will be granted a trail. The Paint doesn't bother with fancy gene scanners. Potential recruits are shot in the face, point blank by one of the Paint's referees. Those who survive are welcomed to the League.

The Paint is the brainchild of two metahumans, the most visible of which is the hulking Powered Hero former mercenary codenamed Erik the Red. His armored body is covered with rusting



organic steel the color of dried blood, and he's instantly recognizable thanks to his unkempt Viking's beard of fiber-optic cables and dangling fuel lines. He's the face and primary muscle for the Paint, but the brains of the operation is the petite half-Vietnamese, half-Japanese Nano-Sculptor who calls herself Dead Blue Fish. While Erik dreams of taking the Paint legitimate, and making it less lethal but more profitable, Dead Blue Fish simply gets off on watching men die. Her nanotech built Erik's fortune, and the quiet woman never lets her brutish consort forget that fact. She's the true master of the Paint and both know it.



THE CULTURE: SOCIETY & TECHNOLOGY

The Culture's dominion stretches across three galaxies; they are the oldest and most powerful stellar empire in the cosmos. Citizens of the Culture are disciplined, well educated and ambitious, and it's commonly held that even the lowest caste Culture citizen is equal to any non-Culture king or president. The Culture is possibly the most important and influential alien race found on Earth.

The Culture's throne world is not a world at all; instead, the Culture's Imperial Throne is a world ship nearly as large as gas-giant, a hulking stellar artifact called Wellforged. Wellforged is currently 'anchored' in the Alpha Centauri system, only a few light years from Earth. It is close enough to be easily accessible, yet far enough from Earth that its fifty billion inhabitants are safe from Terran incursion.

The Wellforged carried the first Culture conquistadors into the M33 Galaxy from their distant and long forgotten home world. The only records of the Culture's home world are kept within the nano-colonies the Final Sword cult binds their warriors with. The heart of Wellforged is a great crimson ocean larger than the entire state of Texas. This massive pool is possibly the galaxy's largest single nano-intelligence. Bathing in the blood red waters of the Hectate Library, young Final Swords are imbued with the liquefied history of their proud race. As their bodies adapt to their new nanotech enhancements, young Final Swords hallucinate the history of their race, and catch a glimpse of the Culture's mysterious and long-vanished homeworld.

Nearly sixtybillion Final Sword and bio-synthetic sentinels guard the Hectate Library, attended by a caste of historians and oracles. A relative handful of Culture historians believe that the Library's enigmatic visions prove that the Culture homeworld is lost to time, not only to space. These pampered heretics believe that their race hails from

the Deep Future, before appearing *ex nihilo* in the dim and unrecorded past to conquer and ensure the eventual (paradoxical) ascendance of their race. Many believe that one of the multiverse's many Earths will one day evolve into the Culture's lost Eden, and point to the genetic similarities between the two races as proof.

The Culture is at its most stable and prosperous during periods of expansion and in wartime. During times of peace, the Culture stagnates and turns its aggression inward. Wars of succession can last for millennia, wiping out noble bloodlines to the last child and completely altering the Culture's power structure. The Culture's government is best described as a caste driven, constitutional monarchy; though the emperor/empress has nearly limitless power over the Culture's direction, each system controlled by the Culture is overseen by a provincial governor, who votes in the Culture's legislative body, the Bodiless Choir. The Bodiless Choir is a collective artificial intelligence on a galactic scale. The best and wisest Cultural souls are allowed access to the collective artificial heaven, where they guide the Empire for eternity.

Even once their mortal life ended, Culture leaders could still continue to influence their society. Like the citizens of any other fresh conquest, Culture souls lost to the Grey Corridor had a voice in the Bodiless Choir. The Culture's children are tutored by ghostly mentors as well as living ones. The Culture's warrior zealots have no fear of death, knowing that the Corridor awaits them all, a place where they can abide between mortal lifetimes, until finally they are drawn beyond all known by the cosmic, inescapable gravity of the Avatar Wall, the final border between mortality and something else, something unknown even to the wise ghosts of the Corridor.

Meetings are taken and votes are tabulated through a faster than light communication system of almost unimaginable scale. Using a technologically generated telepathic field, the Bodiless Choir links Culture explorers, leaders and thinkers, instantly transmitting thoughts across unimaginable distances. The wishes of an immortal government are instantly transmitted throughout its dominion, and carried out by almost unimaginable weapons.



The weapons are named Tumit Sa:
ghost dodgers.
Tukae Sal: ghost carriers.
Tusai Sal: ghost warbringers.
They are the iconic star-craft of the Culture.

Culture starships are among the swiftest in the galaxy, moving almost as quickly as the signals commanding them. The Culture are expert starfarers and have developed a unique faster than light technology. While traveling, Culture starships project

themselves into a parallel universe, a cold and silent dimension their navigators refer to as The Grey Corridor.

The Culture's space program is among the oldest in the galaxy. The ancient race has made literally trillions of flights, over nearly six million years of recorded history. With this vast depth of experience, Culture physicists were able to soon deduce the truth about the Grey Corridor. More than simply being a doorway between space-points, the Corridor is the skyscape of the world beyond mortal life. The Culture and their ghostly warships had discovered a shortcut through the afterlife. Soon, simple travel gave way to exploration of life-beyond-life; the Culture built embassies and outposts and Waymaker Mansions on the shores of heaven.

To the Culture, their race's mastery of death isn't some mystic secret or religious dogma. Instead, their heavenly mansions are another proof that the Culture's great minds have met every challenge placed before the race, even the trial of death itself.

THE CHILDREN OF WELLFORGED

The artificial planet Wellforged is alive, and the goliath stellar mega-structure can breed. The bio-mechanical planet's pregnancy lasts millenia, and its offspring starship launch from artificial wombs in the depths of the Hectate Library. The worldship automatically produces smaller (but still incalculably huge) colony ships for its teeming Culture populace. The Children of Wellforged are the most impressive starships in the Culture armada. Nearly one hundred kilometers long, with an internal volume greater than most inhabited moons, these gargantuan space arcs can sustain upwards of a million passengers almost indefinitely.

The Children of Wellforged are used as long-term colony ships and are at the vanguard of Culture stellar exploration. A small flotilla of the starships encircles Wellforged, while a single Child-vessel, *the Superiority*, acts as a mobile base of operations for Culture explorers operating in the Sol System. The vehicle maintains a stable orbit in Uranus' gravitational shadow. Other vessels are

distributed throughout a half dozen galaxies, while a handful of the massive ships have left our reality for parallel dimensions and higher realms. A mated pair of Children, *the Rosesong* and *the Chalice of Ever*, explore the after life together. These twin starships have not left the Grey Corridor in nearly a million years.

Each Child of Wellforged has the potential to evolve into another artificial planet, and each of the massive starships is built around a lesser Library nano-pool. The Culture holds an almost religious reverence for their Child-vessels. The genocidal war with the Blooded Ghosts only reached its current entrenched and hateful state after a team of Blooded Ghost saboteurs committed the one 'unforgivable sin' and successfully brought down a Child-ship.

FINAL SWORD CHAPTERHOUSES

The Order of the Final Sword considers itself the guardians of the purity and purpose of the Culture's tenets. However, individual chapterhouses within the Order vary wildly in their interpretation of Culture scripture and prophecy. Each chapterhouse is its own independent entity, each varying wildly from its sister-houses, and united only in the unquestioning belief in the superiority (and divine right of expansion) of the Culture. Each Chapterhouse is a powerful political entity in its own right, and serves as a center of worship, learning and governance for Culture citizens of all castes.

Culture metahumans living on Earth have broken with tradition by allowing the indigenous citizens of their colony world- in this case *homo sapiens* to become members of the Final Sword Order. Earth's chapterhouses are numerous and innovative, with their traditions and power structures changing as rapidly as other human institutions, in contrast to the ancient and tradition bound chapterhouses of the true Culture. As a result, while Earth's chapterhouses are allowed a voice within the Bodiless Choir, it is a small voice, often ignored by the elitist politicians of the true Culture.

THE MAIDENS OF VIGILANT GENOCIDE

The Maidens of Vigilant Genocide is the largest and most aggressive, influential and tradition-bound of Earth's Final Sword chapterhouses. The Maidens accept only the finest young Culture girls into its ranks, drawing its membership exclusively from the ranks of the Culture's nobility. To allow a male, or worse yet, a non-Culture inferior into the order is an unthinkable blasphemy; the Maidens will often cut down the non-Culture members of other chapterhouses in the name of Cultural purity.

The Maidens begin their training and genetic alteration before their sixth year; only the most extraordinary candidates are allowed to enter the order any later, and neophytes older than their early teens are virtually unheard of. The Maidens chapterhouse controls every facet of its' neophytes existence, imposing a rigid code of honor and discipline upon the candidate.

Members of the chapter are trained to be stoic, somber and unafraid. Its members rarely smile, never retreat and only rarely show pain or surprise. In addition, the members of the order of maidens are sworn to celibacy, with many members undergoing cruel surgical modification to preserve their chastity, and are trained to find sexual release only in killing. In many ways, the order of maidens is a cult of female serial murderers, whose lusts were

artificially induced by years of deprivation and torturous discipline.

The Maidens of Vigilant Genocide has only one purpose and only one joy: killing. They are the Earth-bound Culture's fiercest warriors and xeno-hunters. The Maidens are obsessed with slaughtering Blooded Ghosts, and will gladly lay down their lives to kill the ancient enemy of their race. The Maidens



have slaughtered thousands of Earth-bound Blooded Ghosts, both military enclaves and refugee families that have tried to assimilate into human society. It makes no difference to the Maidens whether a particular 'Ghost is a civilian or a terrorist- they are inferior, and that is the only thing which matters.

The Maidens chapterhouse is located in Southern France, its members living as they have for centuries in a subterranean enclave beneath the crumbling ruins of a human nunnery. Its members are paler than the bronze norm of the Culture. They venture onto the surface only on missions of death. Young neophytes do not see the sky until their training is complete, and then usually at night. To see a Maiden of Vigilant Genocide beneath the sun is a once in a lifetime oddity.

Members of the order refer to the leader of their cult as the Mother of the Naked Blade. The current Mother of the Naked Blade has reigned since the mid 1600s, personally leading more than a thousand 'acts of purity'; this fearsome swordswoman has demonstrated her commitment to the order in an especially horrific way. She flayed the flesh from her own face and breasts, replacing her skin, inch by agonizing inch, with transparent polymer analogues. Her face is a war mask of naked, bloody muscle.

THE ENLIGHTENMENT OF UNWORTHIES

The Enlightenment is a relatively xenophobic, progressive voice within the Order of the Final Sword. This small, heretical chapterhouse holds the belief that as the more advanced society, the Culture has a moral obligation to share its traditions with less enlightened civilizations. To uplift a newly discovered world into the Culture, to purge its less-worthy indigenous traditions and replace them with the Order's logical purity is the highest good a sword-sibling of the Order can achieve.

The Enlightenment is a small and unloved order, considered heretics by most hardliners within their caste. The Maidens of Vigilant Genocide have

led several bloody pogroms against this rival order, and only deft political maneuvering within the Bodiless Choir has saved the Enlightenment from total annihilation.

The Enlightenment allows worthy candidates from virtually any race or species to join their chapterhouse, but allows only Culture swordsiblings to achieve any significant rank, or to train others in the art of the sword. While non-Culture aliens are allowed to participate in the Enlightenment, the better to understand the superiority and grace of the Culture, they must accept a subservient role. Blooded Ghosts and a few other especially loathsome or chaotic races are forbidden membership.

The Enlightenment of Unworthies has small chapterhouses scattered across the planet; instead of a single grand fortress, vulnerable to an enemy's siege, this small order makes due with a series of bolt holes and safe houses across the globe. One of the largest safe houses is located a few miles outside Phoenix, Arizona; the goals of the Enlightenment and the Huxley emergence are complimentary- the evolution of human society. The Enlightenment sends missionaries into the Huxley Emergence, who act as tutors and chaplains, subtly guiding many of the brightest minds within the conspiracy.

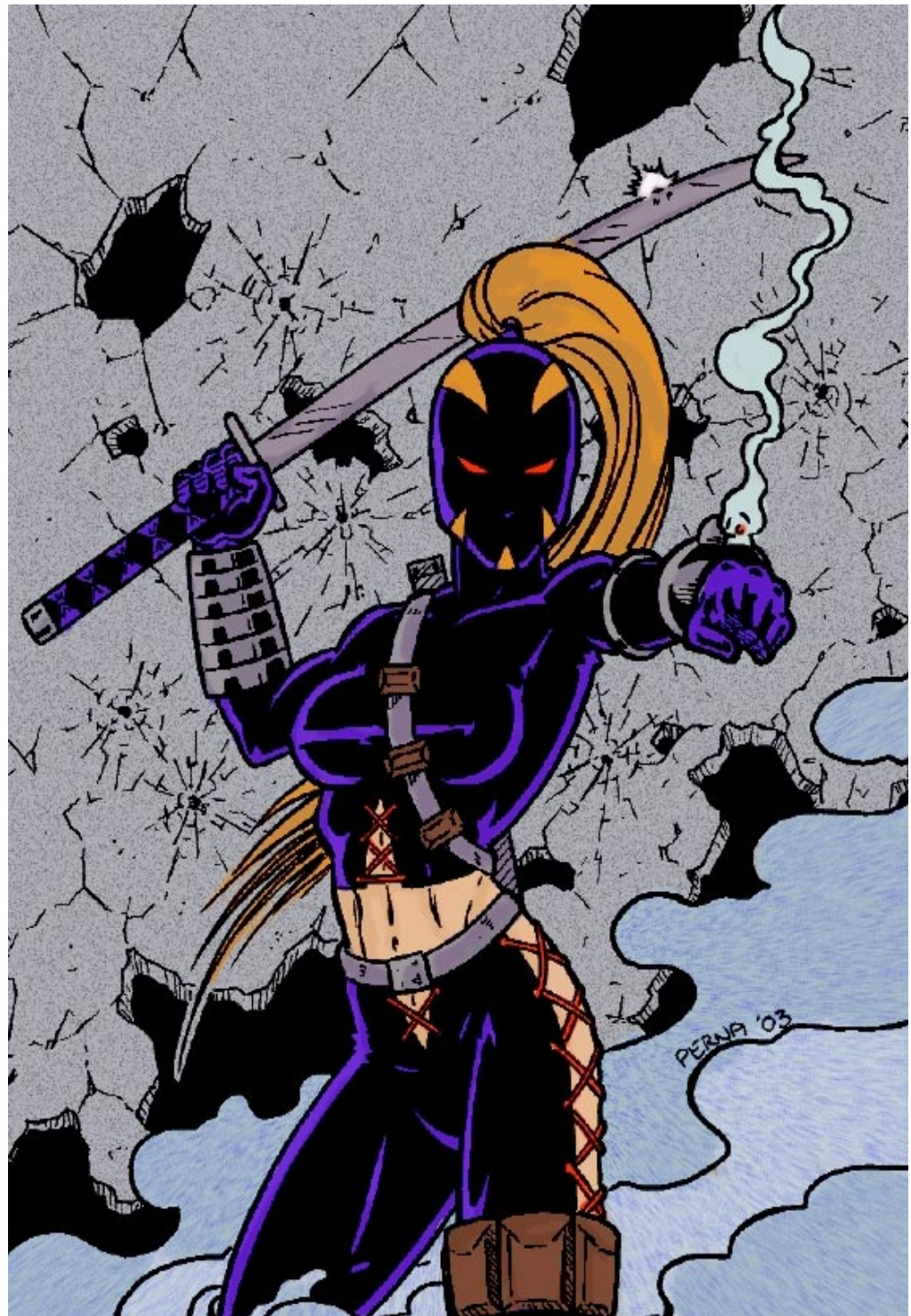
Similarly, a small group of human Final Swords within Psi-Watch itself has trained with the Enlightenment of Unworthies, and it's rumored that General Marlowe himself has attended ceremonies at an Enlightenment safe house in Montreal.

THE TERRAN SWORD DOJO

The Terran Sword Dojo is a rogue chapterhouse without official sanction, which is unknown to the vast majority of Culture Final Swords. To most of the Culture, the Terran Sword Dojo is a bad joke, impossibility. Unlike the other chapterhouses, the Terran Sword Dojo is not overseen by a Culture sword-mistress, nor does it glorify the Culture's superiority. Instead, the Terran Sword Dojo is a purely human chapterhouse, headquartered in Puzzle Ops Clarke Island base and operating in secret.

Wisensfeld himself founded the dojo soon after the Blooded Ghost Wars of the early 1990s. The old warrior was impressed with the combat skills of the Final Swords he fought alongside, but felt that full Order of the Sword training would compromise his troops, splitting their loyalty between Earth and the Culture's arrogant precepts. Wanting to create a corps of human warriors every bit as deadly as the Order's sword-sisters, Wisensfeld began a program of espionage and infiltration—stealing the ancient secrets and nano-foundries from a destroyed chapterhouse and repurposing them to human ends.

Within a few years, Puzzle Ops had its own cadre of Final Sword adepts, trained to parity with any Culture warrior, but without the psychosis and xenophobia. To date, there's been little contact between these iconoclastic human warriors and their Culture counterparts; Wisensfeld knows that if the Order knew what he had done they would stop at nothing to destroy his upstart chapterhouse. The unconventional Clarke Island Final Swords are much less experienced than their alien counterparts, but their flexibility gives them an edge. The Terran Sword Dojo is the only chapterhouses that will train male Final Swords.



PSI-WATCH PLAYER RACES

Humanity is not alone on Earth.

Unknown to the general public, several alien species wage hidden wars between the lines of recorded history. Genetically engineered superhumans work as highly paid mercenaries and elite government operatives. Instead of creating a fully human operative, Psi-Watch players can choose to create a metahuman character instead. Some mutant species like the Challengers are physically indistinguishable from their human parents. Xenofoms the Neon can never pass for humans, while most of the new species can pass for human only if they take a little bit of time to develop a disguise and cover identity.

In contrast to fully human characters, metahumans receive only one bonus feat during character creation. Full humans receive two feats. At first level, a metahuman receives four fewer skill points than his or her human counterpart, and one fewer skill point per level. Some metahumans might have additional racial weaknesses and limitations, particularly if they have especially useful or dangerous abilities.

Most of the new metahuman races have the Psionic subtype. Only creatures and classes with the Psionic subtype can select Psionic Feats, and are instantly recognizable to Challengers and other creatures that can detect psionics.

Species	Creature Type	Description
Blooded Ghosts	Psionic Aberration	Chameleonic xeno-predators
Challengers	Psionic Humanoid	Human precognitives able to sense other psychics
Cityborn	Psionic Humanoid	Mutants evolved for urban environments
The Culture	Psionic Humanoid	Arrogant, high tech humanoid conquerors
Gravediggers	Monstrous Humanoid	Reanimated zombie-cyborg soldiers
Mutants	Psionic Monstrous Humanoid	Sworn to protect a world that hates and fears them ..
Neon	Aberration	Fiery aliens designed to thrive in deep space
Patriot Anvil	Monstrous Humanoid	Superstrong, stone-skinned mutants
Patriot Boxer	Humanoid	Four armed supersoldiers
Patriot Ivories	Humanoid	Agile supersoldiers with armored skin
Patriot Mechanics	Psionic Humanoid	Psychics who can manipulate metal and plastic
Patriot Switchblades	Psionic Humanoid	Sociopathic child-assassins
Shiftsteel Symbionts	Psionic Humanoid	Advanced cyborgs built with prototype Culture technology
Spetsnazski	Humanoid	Russian-grown cloned supersoldiers
Steamers	Psionic Aberration	Sentient vapor in a containment suit

Only Human

Humans in Psi-Watch are versatile and more wildly customizable than any other player race. Humans have the following racial traits, improved slightly from the baseline in *D20 Modern*, and inspired by the human racial write-up in the *Pathfinder Roleplaying Game*. Human characters in the *Otherverso America campaign setting* also share these racial traits.

Size: Medium humanoid. A human's base landspeed is 30 ft.

Ability Score Modifiers: Humans can excel in a wide variety of fields. Human characters may add +2 to any one ability score during character creation.

Optional: If the game master feels that humans are especially outclassed by the metahuman races in this sourcebook, he may allow human player characters to add +1 to another ability score during character creation.

Racial Feats: Humans receive two bonus feats during character creation in addition to those provided by their class and starting occupation. Non-human characters receive one bonus feat.

Highly Skilled (EX): Humans receive an additional four skill ranks at first level, and an additional skill rank at every level.

BLOODED GHOSTS

(EARLY PL 6)

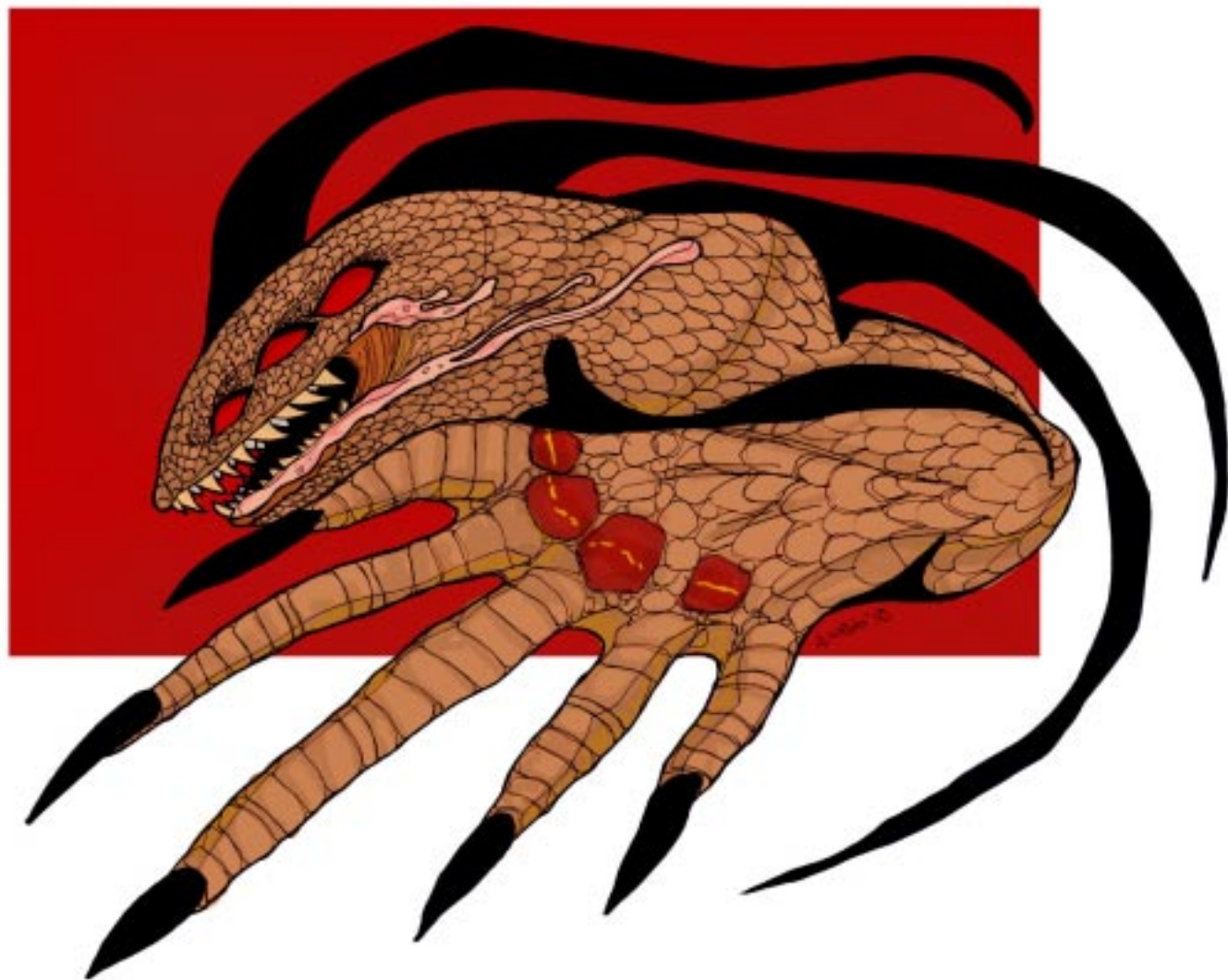
Medium Aberration (psionic)

The Blooded Ghosts are the youngest sentient race to evolve within the ruin zone of the Galactic Scar. They are a race of monsters born to dying galaxy ripping itself apart in a galactic collision. The Blooded Ghosts survive as scavengers on the fringes of the Scar, where the radiation levels are the lowest. They pick clean the bones of the ancient stellar empires that perished during the Galactic Scar's formation. The Culture considers the Blooded Ghosts blood thirsty, monstrous scavengers. And they are right. The Blooded Ghosts hunt, kill and cannibalize without mercy, driven by a simple and cruelly pragmatic racial motto:

"Nothing given freely has value."

The Blooded Ghosts steal to survive and exist in a society where murder and treachery are virtues. Only the strongest, most fearsome and powerful Blooded Ghosts make it to adult hood, and only the canniest and savage ever rise to command a Ghost Armada. At its best, Blooded Ghost society can be amazingly innovative and fluid, filled with truly courageous soldiers and willing martyrs. At their worst, the Blooded Ghost are brutal conquerors and tyrants.

Over the centuries a handful Blooded Ghost heavy cruisers have gone down in Earth space. Like their mortal enemies in the Culture, stranded Blooded Ghost warriors have attempted to blend into human society. While most Ghosts have retained their warrior traditions and warlike attitude, a handful have begun to enjoy human society and Terran culture. The few Blooded Ghost warriors within Psi-Watch form a highly effective, often terrifying black ops unit... and their counterparts on the opposite side of the law are just as effective.



Appearance: In their natural form, Blooded Ghosts cannot easily pass for human. They blend reptilian and mammalian traits into a disturbing whole. Their crocodile-like bodies are thick with corded muscle and their scaled hides are decorated in desert browns and yellows, splattered with football sized red and black eye spots. Their short and surprisingly fragile skulls are sleek and wedge shaped, with vicious, iguana like maws.

Blooded Ghosts have two or three pairs of cold eyes spaced around their small skulls. Female Blooded Ghosts have six pairs of small breasts running down the underside of their bodies. All Blooded Ghosts are as comfortable on four feet as walking upright on two, and have long, prehensile toes.

Size: As a medium Aberration, the Blooded Ghost receives no special bonuses or penalties due to its size. As an Aberration, Blooded Ghosts are immune to any effect which specifically targets humanoids, such as *charm person*.

A Blooded Ghost has a base land speed of 30 ft. Blooded Ghosts are natural climbers have a base Climb speed of 20 ft, and can always take 10 or 20 on a Climb check, even when threatened.

Ability Score Modifiers: +2 DEX. Blooded Ghosts have quick reflexes and amazingly supple joints and durable tendons.

Racial Skills: Blooded Ghosts are adept survivors, hailing from a blasted empire within the Galactic Scar. The Ghosts receive a +2 racial bonus on Jump

and Survival checks, and have a +6 racial bonus on Climb checks.

Enhanced Senses: Blooded Ghosts possess the *Scent* special quality, and can recognize familiar odors as easily as a human recognize faces.

Natural Armor (EX): All Blooded Ghosts possess dense skin and solid musculatures, and receive a +2 natural armor bonus to their Defense score. While manifesting their Blood Sheath, a Blooded Ghost's natural armor bonus increases to +3.

Radiation Immunity (EX): Blooded Ghosts evolved in the hotly radioactive depths of the Scar, and can withstand levels of radiation that would kill a similarly sized humanoid in minutes. Blooded Ghosts are immune to the harmful effects of radiation.

Nocturnal (EX): Blooded Ghosts are adapted for the dim, ultraviolet illumination of the Galactic Scar and are uncomfortable in bright light. Blooded Ghosts suffer a -2 penalty on attack rolls, skill checks and saving throws when in sunlight or bright artificial light.

Blood Sheath (EX): Once per day, the Blooded Ghost can secrete a thick, blood red mucous from enlarged pores on the dorsal side of their torso. This bloody cocoon grows over the Blooded Ghost's body, quickly solidifying into a solid, fleshy carapace. Manifesting the Blood Sheath requires 2d4 minutes.

The Blooded Ghost can disguise itself as any humanoid creature of equivalent body mass, of either gender. The Blood Sheath is warm to the touch, and feels like humanoid skin, including naturalistic body hair. The Blooded Ghost is skilled enough it can 'sculpt' its façade to resemble a specific humanoid with a successful Disguise check. Experienced Blooded Ghosts can even imitate the appearance (though not the abilities) of external cybernetic devices, various forms of clothing, and body armor when sculpting its shell.

The Galactic Scar

The Blooded Ghosts evolved inside the Galactic Scar, an intergalactic landmark justifiably feared by all star-faring cultures. The Galactic Scar is a billion-parsec long radioactive Hell several light-centuries from the farthest edge of the Milky Way Galaxy. The Galactic Scar was formed by a cosmic accident: the M-442 and Evangel galaxies spun too close together and their massive gravities pulled them together. A collision lasting nearly 52 million years has torn the two galaxies apart.

Stars have gone nova in record numbers, excited by the unleashed energy of the Scar. Ancient stellar empires were extinguished in a matter of years, and tens of millions of habited solar systems died. Two thriving, densely populated galaxies were burned down to cosmic dust by the unleashed novas. Today, most of the Scar is dangerously radioactive void, the burning monotony broken only by lethal particle storms. Very few things live in the Scar today, and those creatures that do are some of the most dangerous predators the universe has ever known.

The Blooded Ghosts are only one of the many dangerous races existing within the galactic firestorm. The Ejawfe and Jigsaw, are described fully in the Guide to the Known Galaxy (Otherverse Games, 2008). This sourcebook also provides much greater detail about the Galactic Scar itself.

While using the Blood Sheath, the Blooded Ghost receives a +20 racial bonus on Disguise checks.

The Ghost can maintain the Blood Sheath for a number of hours equal to three plus its CON modifier (minimum four hours). If the Blooded Ghost suffers at least 20 points of damage while wearing the sheath, it degrades and becomes useless. The Ghost can rip through its sheath as a move equivalent action at any time.

CHALLENGERS (EARLY PL 7)

Medium Humanoid (Psionic)

The space shuttle *Challenger* exploded seconds after launch in February 2, 1986. The ship's crew were killed instantly; the United States space program was sidelined for months and the Psi-Watch experimental package that was an unlisted part of the cargo was torn apart by a high altitude jet stream, raining down over the Eastern Seaboard. Four months later, the first generation of Challengers were born.

Over the next three years, a handful of children born in the American South and East Coast were born Challenger, until the chemicals finally dissipated beyond detectable levels in 1995. Challengers are the metahuman children of the 21st century. Enhanced by a Cold War era chemical disaster that never made the history books, they grew up watching the Gulf War on TV, and became adults in the shadow of 9-11.

Challengers grow up normal, or slightly above normal, instinctively using their metahuman gifts. Most go unrecognized, an untapped resource sought by Psi-Watch and other agencies. Others are recruited, trained and recognized for the elite post-humans they really are. Challengers are a relatively new human subspecies, the products of an isolated incident. Even Psi-Watch is unsure how many Challengers were born, nor how many have reached their true psychic potential.

Appearance: Challengers can automatically pass for human; most are physically indistinguishable from normal humans. Even dissection and exploratory surgery won't reveal a Challenger as such, in most cases DNA testing is the only way to differentiate between the two species.

Size: As a Medium humanoid, Challengers have no special bonuses or penalties due to their size. A Challenger's base land speed is 30 ft.

Ability Score Modifiers: +2 WIS. Challengers are naturally perceptive, and their innate empathic gifts give them an insight into human behavior and amazing situational awareness.

Racial Skills: Challengers receive a +2 racial bonus on any two of the following skills, chosen during. Once the Challenger's racial skills are selected, they cannot be changed. The chosen skills reflect how the Challenger's interests and natural talents have shaped their unconscious psionic gifts. This bonus increases to +3 if the Challenger has at least 10 or more ranks in that skill.

Computer Use, Craft: any, Gamble, Handle Animal, Investigate, Listen, Sense Motive, Spot, Treat Injury

Enhanced Senses: Challengers have slightly above average eyesight, and possess *low-light vision*.

Psi-Guess (SU): Challengers are naturally psi-sensitive, and their frontal and temporal lobes are developed to the point they can naturally sense the presence of other psionic creatures.

When the Challenger comes within 30 ft of any creature with the Psionic subtype, the Challenger immediately recognizes that creature as a fellow psion. The Challenger perceives a colorful flickering aura around the creature, which is a visual representation of the creature's enhanced neural activity.

This innate ability can even recognize even invisible or concealed creatures; though the Challenger knows the creature's approximate location, this psionic talent does not pinpoint the concealed creature's presence.

By succeeding at a WIS check (DC 10 + the target's CHA modifier), the Challenger can determine the total number of Psionic Precursors and Psionic Feats the character possesses. If the Challenger passes this check by five or more points, he or she knows specifically what Psionic abilities the target can manifest.

Psychic Reflexes (SU): Their awareness of psionic phenomena and latent precognitive talents enables a Challenger to react to psychic threats more quickly. Any time the Challenger is engaged in conflict with at least one creature with the Psionic subtype, treat his Initiative result as if he had rolled a 10. The Challenger rolls for initiative normally, but if he rolls a 1-9, treat the result as if he had rolled ten.

Generational Restriction

The first Challengers were born in 1986, which means the oldest members of the species are in their mid 20s as of the spring of 2010. Challengers must be created in the Adult, Young Adult or Child age categories only. Unless time travel is involved.





CITYBORN

(EARLY PL 7)

Medium Humanoid (Psionic)

The Cityborn are a variant strain of humanity, a natural mutagenic response to an increasingly mechanized and urbanized planet. The first Cityborn mutants emerged during the late 1950s, oddities that quickly became an accepted, if disturbing part of life in mega-cities like London and Tokyo. Over the years, Cityborn births have occurred around the globe, with a massive concentration of these strange mutants emerging in overcrowded, heavily polluted India. These Cityborn children are the first citizens of a coming Earth where there is nothing but city, where industrialization and urban sprawl have claimed every corner of the globe.

Cityborn mutants have found their ways into the world's intelligence community and criminal underworlds, blending their natural gift for stealth and survival with an unmatched knowledge of the cities they are genetically bonded to. Psi-Watch has recruited hundreds of Cityborn mutants as urban operatives, and after the Patriot Ivories, Cityborn make up the largest percentage of Psi-Watch metahumans. Puzzle Ops and other intelligence services have also seen the value in these urban hunters. Cityborn operatives can be found at almost every Puzzle Ops station house or field office around the globe.

Appearance: Cityborn can automatically pass for human, especially Asian and Indian humans. These mutants are almost indistinguishable from baseline humanity, though their appearance is often tied closely to the city around them. A Cityborn residing in a thriving, prosperous city seems vibrant, healthy, confident and attractive. Meanwhile, a Cityborn existing in city undergoing some kind of misfortune-war, oppression, crushing poverty or a natural disaster will look sickly and disheveled like an old junkie on a bad bender.

Despite their mostly human appearance, if a Cityborn is wounded, he or she will bleed motor oil, paint, gasoline, liquid concrete or some other strange, urban fluid in place of blood. Cityborn internal anatomy is like nothing human, resembling an abstract sculpture of a mega-highway interchange more than mammalian organs.

Size: As a Medium humanoid Cityborn receive no special bonuses or penalties due to her size. A Cityborn's normal base land speed is 30 ft; in urban areas with a population of at least 500,000 the Cityborn's base land speed becomes 40 ft.

Ability Score Modifiers: Like ordinary humans, Cityborn may add +2 to any ability score of choice at character creation.

Racial Skills: The Cityborn is optimized for urban life. She receives a +4 racial bonus on Craft: structural, Drive, Gather Information and Knowledge: civics and streetwise checks, provided the Cityborn makes the check in an urban area with a population of at least 500,000. The Cityborn receives no bonuses in smaller cities or rural land.

Enhanced Senses: The Cityborn receives *low light vision*. Additionally, when when in any urban area with a population of at least 1 million, she gains the *Scent* special quality, as well as temporary access to the Track feat. She may track by scent alone.

Blessing of the City (SU): The city watches and protects her favorite children, the Cityborn. As long as the Cityborn is in a major urban center with a population of at least one million, anytime she rolls an action dice, the Cityborn rolls one additional action dice and may take the better result.

Urban Metabolism (EX): The city's smog shrouded air heals and nourishes the Cityborn. As long as the Cityborn remains in a major urban center with a population of at least five million, he does not need food or water to survive, and he becomes immune to all toxins and poisons.

Urban Lifebond (EX): Each day the Cityborn is away from a large urban area for more than 8 hours, or stays in any city with a population less than 100,000 he must succeed at a FORT Save (DC 10 + the number of previous saves) or suffer 1d4 points of temporary CON and WIS drain. The Cityborn cannot begin recovering the drain until she returns to a city with a population of at least 500,000 people.

Finally, her bond to major cities occasionally causes her great pain. If any city with a population of at least 100,000 suffers catastrophic damage (such as a nuclear detonation or major natural disaster) and the Cityborn is within 1,000 miles, she must succeed at a DC 20 FORT Save or fall into a coma for 1d6 hours. Success means the Cityborn remains conscious but is considered *shaken* for 1d6 hours.

Exotic Anatomy (EX): A Cityborn's internal structures are dramatically different than an ordinary humans', and utterly unlike most alien races. Physicians attempting to use the Treat Injury skill to aid a Cityborn suffer a -4 penalty unless they possess the Xeno-Medic feat.

THE CULTURE

(EXTREMELY LATE PL 8)

Medium Humanoid (Psionic)

The near-humans of the Culture are one of the oldest and proudest galactic empires. This expansionistic society refers to itself simply as 'the Culture'. The subtleties of their native language heavily imply that all non-Culture races are by definition barbaric. Culture warships have exported their government and religion to every corner of the Andromeda and M33 Galaxies, and their conquistadors first entered the Milky Way more than 200,000 years ago.

Though new to this galaxy, the Culture has already made impressive territorial gains: no native force has been able to stand against their relentless march forward. Their first incursions into Earth space occurred before the dawn of written history, and though ordinary *homo sapiens* are unaware of the fact, the Culture has begun the long, slow dance of assimilation. From *Waymaker Mansions* hidden on Jupiter's largest moon, Ganymede and Saturn's moon Titan, the Culture subtly steers human culture and uses the planet as a neutral battlefield for its ancient wars.

The Culture has been embroiled in a genocidal struggle with the Blooded Ghosts for ten thousand generations, after a failed colonization mission deep inside the ruin zone of the Galactic Scar. Some of the Culture living on Earth are low caste involuntary exiles, the survivors of crashed starships fallen in battle against the ghosts. Other Culture settlers are on planet by choice, performing inscrutable missions on a centuries-long timeline.

Some of the most influential and reclusive figures in human history have ties to the Culture. Their agents have founded and disproved religions, steered the conquest of nations and forced the development of human technology.



Appearance: The Culture are attractive, lean and almost completely human in appearance. The arrogant aliens claim that the current human phenotype is the result of controlled breeding experiments and large scale genetic uplifts occurring during the early Paleolithic period. The women and men of the Culture are dark skinned, with dark hair and amber or caramel eyes. Dressed in human clothes, they could easily pass for African or a dark skinned Arab, and often adopt appropriate cover identities for mingling in human society.

Among their own kind, members of the Culture decorate their bodies with intricate tattoos and caste marks. A member of the Culture can instantly tell the wealth, social role and parentage of a fellow citizen with just a glance at the abstract tattoos decorating their faces and throat. Culture tattoos are nano-active, capable of changing position, color and glowing faintly in response to mental command. These tattoos can also fade into the wearer's skin to better blend with humans.

Size: As a medium humanoid, a member of the Culture has no special bonuses or penalties due to size. Members of the Culture have a base land speed of 30 ft.

Ability Score Array: Generations of selective breeding has made the Culture superior to humanity, but has also made it more uniform and stagnant- (or so its rivals claim). All Culture characters are built with the following elite ability score array, which they can arrange as desired.

Culture Ability Score Array:
17, 15, 14, 14, 12, 11

Enhanced Senses: Culture eyes have been improved by a thousand generation of selective breeding for acuity and increased nightvision. All members of the Culture possess *lowlight vision*.

Genetic Caste (EX): Conformity and acknowledgement of proper social roles drives the Culture. When creating a character, all members of the Culture are required to select a starting occupa-

tion that offers a +1 competence skill bonus to an existing Base Class skill.

Culture characters cannot select additional class skills from their starting occupation. Select one of the skills for which received a +1 competence bonus: that skill just becomes your primary life focus. You have been genetically engineered to perform this skill and are happiest and healthiest when doing your assigned job. Each rank you place into your chosen skill provides you with one bonus hit point. Additionally, you receive a +4 racial bonus on this particular skill.

Racial memories and a basic understanding of Cultural legal codes and social mores are genetically encoded in all Culture newborns. Members of the Culture receive a +2 racial bonus on Knowledge (history) and Knowledge (civics) checks.

Genetic Perfection (EX): Members of the Culture are genetically engineered to a degree that other alien races would consider abhorrent. Their genetic inheritance provides members of the Culture with Endurance as a racial bonus feat.

Additionally, members of the Culture are immune to subdual damage thanks to superior pain management alleles. Members of the Culture require ½ the food and water of a similarly sized human, rarely sweat and do not need to excrete solid waste.

In Otherverse America, members of the Culture are considered to have slightly more advanced versions the following familiar gene-mods: AgeWell, Cornucopia, Freshen, and Marathoner. They become vulnerable to any Genefeat or power which exploits those genemods.

Soldier of Empire (EX): The citizens of the Culture are taught the superiority of the Culture way from the moment they take their first breath. Conquering lesser worlds is the Culture's birthright and its divinely ordained purpose. When engaged in combat with any humanoid, monstrous humanoid or giant from a lower progress level than the Culture's own (PL 8), members of the Culture receive a competence bonus to melee and ranged attack rolls and WILL Saves equal to the disparity in progress level.

For example, when confronting a human (PL 7) the Culture's citizen would receive a +1 bonus, but when battling Blooded Ghosts (PL 6) the bonus would increase to +2.

Obedience (EX): The genetic modifications built into the Culture make them more obedient when confronted by a superior member of their own race. If a member of the Culture is forced to ever inflict lethal damage on a higher caste member of the Culture, she is considered *shaken* for 24 hours.

GRAVEDIGGERS (EARLY PL 7)

Medium Monstrous Humanoid

Project Gravedigger began in the late sixties, using the remains of American soldiers killed in Vietnam and Cambodia as 'test-beds' for cybernetics experimentation and surgical re-animation trials. Within a few months, government medics were able to successfully "reactivate" a human corpse, replacing damaged and decayed tissue with cybernetic analogues, producing a humanoid fighting machine for a fraction of the cost of producing a combat android and writing a working AI source code.

Essentially mindless when created, and possessing no trace of their 'living' memories or personality, Gravedigger soldiers are trained using neural inserts, so they roll off the production line with no real life experience, but as much tactical knowledge as an Army general. Over time, Gravediggers develop their own unique personality, though they are never able to recreate the person they were during their first life, no matter how hard some of them try.

As combat robotics became cheaper and more commonplace, Project: Gravedigger was gradually shelved. Psi-Watch maintains a few companies worth of Gravedigger soldiers, for use as expendable combat troops or emergency reinforcements. These zombie-soldiers are kept in cyrostatics aboard Bradbury Station, ready to be decanted at a moment's notice in the event of war or civil emergency.

The chaos of the 9-11 Assault was the last time Gravediggers were deployed in mass. Though the zombie-soldiers performed honorably, they were outclassed by other, less controversial metahuman cadres. The creation of new Gravediggers was suspended in early 2007. Veteran Gravedigger troops are being offered highly compensated retirement- something the drone-like troops never expected to see when they first went into service. While some



Gravedigger officers have left the military, a large percentage remain a part of Psi-Watch, knowing no other way to live and expecting no second death other than in battle.

Appearance: Gravediggers are humanoid, but obviously no longer human. Their corpse-like skin is cool and rubbery. Their flesh is usually a sickly grayish yellow, dotted with blotchy maroon lividity marking or painted urine yellow with jaundice. A Gravedigger's entire body is marred with surgical scars, and their chest bears a distinctive Y-shaped autopsy scar.

Missing limbs and cataclysmically damaged organs have been replaced by cybernetic analogues, with no attempt at retaining a human appearance. Gravedigger bionics are crude and ugly, hideous matte grey or oily chrome. To prevent identification and further dehumanize the reanimated soldiers, Gravediggers have most of their facial tissue scraped away and replaced with a featureless rubber mask bonded to their skull. Nightvision optics and camera systems are integrated with the Gravedigger's optic nerves, further marking the reanimated soldier as something inhuman.

Size: As a Medium monstrous humanoid, Gravediggers receive no special bonus or penalty due to their size. As a monstrous humanoid, Gravediggers are immune to effects that specifically target humanoids, such as *charm person*.

A Gravedigger's base land speed is 30 ft.

Ability Score Modifiers: +2 STR, +4 CON, -2 INT, -2 CHA. Gravediggers are incredibly strong and durable, with a cyber-enhanced metabolism designed to keep them on their feet even after suffering massive trauma. Their neuro-cybernetics, though advanced, can never equal the complexity of the human brain, and as servant creatures, they are not comfortable (or designed for) ordinary human interaction.

Racial Skills: The rudimentary neuro-computers replacing parts of the zombie-soldier's rotted brain provide the reanimated warriors with access to an exhaustive, up-to-date tactical and military database. Gravediggers receive a +2 racial bonus on the following skills: Demolitions, Knowledge (history, tactics, technology) and Survival. These skills are always considered class skills for a Gravedigger.

Enhanced Senses: The Gravedigger's integrated optics gives the reanimated cyborg *lowlight vision* and *darkvision* with a 60 ft range.

Numb Corpse (EX): Gravediggers do not feel pain, and their chemically reanimated tissues can't bleed. The zombie-warriors are terrifyingly difficult to kill, with drastically simplified vital systems and durable, idiot-proof cyber systems.

Gravediggers gain Damage Resistance 5/- against Slashing and Bludgeoning weapons, which stacks with Damage Resistance from other sources, such as feats or Tough hero class levels.

Gravediggers are not subject to pain effects, stunning, subdual damage and the effects of massive damage. They are immune to starvation, thirst and suffocation, powered instead by high density fuel rods buried in their guts.

Repairable (EX): The preservative drugs that keep Gravediggers from rotting also prevent them from healing. Gravediggers do not heal damage naturally, but can be surgically repaired using the Treat Injury skill. A DC 20 Treat Injury made to aid a Gravedigger heals 1d10 points of damage, and represents about an hour of work.

Tube Grown (EX): Since they are educated solely through VR implants, Gravediggers may only select the Tube Grown starting occupation.



QUANTICO ZOMBIE GRAVEDIGGERS

Since the early 1980s, the Federal Bureau of Investigation has maintained a standing army of expendable Gravedigger troops. Nicknamed “Quantico Zombies” these reanimated soldiers are culled from the ranks of America’s executed criminals. Fitted with improved cyber-systems, Q-Z Gravediggers may more easily pass for human. They are designed primarily for service with the FBI’s elite

Hostage Rescue Team as expendable shocktroops, but heavily disguised Q-Z Gravediggers are often used in dangerous under-cover operations.

The FBI views its Gravediggers as expensive, but ultimately expendable resources. It has often used Gravediggers as decoys and targets during undercover operations, allowing them to be destroyed to enhance a human undercover agent’s credibility.

Appearance: Q-Z Gravediggers resemble lividity scarred, grey-skinned human corpses, complete with a y-shaped autopsy incision. With some makeup or in poor lighting, they could easily pass for human. Q-Z Gravediggers are not fitted with the rubber mask and optics system common to military models.

Variant Racial Traits:

Except as noted below, a Q-Z Gravedigger has all Gravedigger racial traits.

Variant Ability Score Modifiers: +2 STR, +2 CON, -2 INT. Q-Z Gravediggers are usually killed in a less damaging manner than ordinary Gravediggers, whose remains are recovered from the battlefield. As such, they receive less cybernetic augmentation but can more easily pass for a living human.

Variant Racial Skills: The neuro-computers stapled to the Q-Z Gravedigger's decaying nuerology are designed for tactical expertise and evidence collection. A Q-Z Gravedigger's nuero-database is pre-loaded with forensic and legal information. Q-Z Gravediggers receive a +2 racial bonus on the following skills: Investigate, and Knowledge (civics, earth & life sciences, technology).

Variant Enhanced Senses: Instead of enhanced vision, a Q-Z Gravedigger's enhanced olfactory senses provide the reanimated humanoid with *Scent*. Q-Z Gravediggers gain Track as a racial bonus feat and may use the feat to track by scent alone.

MUTANTS (EARLY PL 7)

Medium Monstrous Humanoid (psionic)

Mutants are the unwanted byproduct of the genetic revolution. The genetic triggers for mutancy are randomly distributed among the human population. It is virtually impossible to predict mutant births, though the children of two mutants are almost always mutants themselves. With powers and deformities that emerge during the hormonal surges of puberty, mutants are condemned to a life of violence and suspicion.

In most countries, mutants are either forced into the military or killed outright. The only true homeland that most mutants ever know is the isolationist, mysterious artificial island called Nightflier. In America, after a long struggle for mutant rights, the evolved humans have finally won legal protection. The Hunt Clubs and pogroms of the past are now illegal, and while mutants may be unwanted outsiders, they can't be legally killed on sight anymore... at least not in America. The status of mutants varies wildly across the world, from almost full acceptance in the European Union to slavery in The Republic of Cebary.

Appearance: Mutants are a diverse bunch. Even closely related mutants could easily be mistaken for members of different species, depending on how

their mutant genes express themselves. None of them can easily pass for human. Some are as hideous as a nightmare and others are strangely alluring.

Fur and feathers, living glass skin, chrome scales, prehensile tails, centaur-like legs, glowing eyes, gill slits, insectoid wings like stained glass... Mutants may display any of these eye catching deformities, and a hundred more besides. Each mutant is a species of one.

Size: As a Medium monstrous humanoid, Mutants receive no special bonus or penalty due to their size at least by default. As a monstrous humanoid, Mutants are immune to effects that specifically target humanoids, such as *charm person*.

Most Mutants have a base land speed of 30 ft.

Ability Score Modifiers: +4 CON, -2 CHA. Beneath all their diverse crop of mutations, Mutants are phenomenally healthy and robust. Most mutants are athletic by human standards. Unfortunately, Mutants are often paranoid and isolated from ordinary humans, even in the most pro-mutant societies.

Enhanced Senses: All Mutants possess *lowlight vision*. Depending on their mutations, Mutants might have even keener senses.

Mutant Genetics (EX): All Mutants possess at least one mutation and associated drawbacks, as described in Chapter 12 of the D20 Modern core rulebook. All Mutants have at least one Cosmetic (0 MP) Mutation, and most have as many as they want. Players are encouraged to make their Mutants as exotic and colorful as possible.

During character creation the Mutant selects one mutation with a Mutation Point value of three or more. Then the character rolls on table 12-1 to determine which random mutation she possesses.



The Mutant must roll for random mutation drawbacks on table 12-2. The character must continue to roll until the MP value of any drawbacks at least equal to the MP value of her positive traits.

If the gamemaster wishes to allow more mutations into the campaign, you may use the new mutations and drawbacks described in the *Cruel Evolution sourcebook* (Otherverse Games, 2008). The game master may also allow Mutant characters to simply select their positive Mutations and roll randomly only for drawbacks.

Powered Hero Synergy: Mutants make excellent Powered Heroes. Any time a Mutant Powered Hero is eligible to select a new talent, she can randomly roll for additional mutation drawbacks. The Mutant does not gain additional MP for drawbacks gained in this manner. For every two MP gained from the drawbacks, the Mutant can select an additional Powered Hero Talent for which she meets the prerequisites.

CEBARY'S MUTANT SLAVES

Cebary's genetically engineered slaves are built as ordinary Mutants with the following modifications. Cebary's Mutants gain the following additional racial traits.

Additional Ability Score Modifiers: -2 INT.

Cebary's mutant population is kept docile and subservient through innovative brainwashing techniques. Particularly troublesome mutants are lobotomized or fitted with neural control devices.

Improved Genetic Stock (EX): Years of genetic engineering have mitigated the worst deformities found in 'wild' mutants. Cebary's mutant slaves gain 1.5x the Mutation Point value from any mutation drawbacks they receive, which allows them to more easily 'pay off' mutant powers. For example, Rapid Aging, which normally has a 2 MP value, would provide the Cebary Mutant with 3 MP.

Slave Skin (EX): Cebary's mutant slaves are fitted with a specially designed polymer survival suit which is permanently bonded to their skin. This nano-tech

laced skinsuit covers every part of the slave's body, except for their face and the palms of their hands.

This Slave Skin recycles bodily waste and prevents Cebary mutants from breeding or enjoying sexual pleasure. Mutants fitted with a Slave Skin do not need to eat or drink, and receive Endurance as a racial bonus feat, thanks to their metabolic improvements.

Tube Grown (EX): Since they are force grown to adulthood and educated by VR memory implants, Cebary's mutant slaves can only select the Tube Grown starting occupation.

THE WHITE WAVE

Beginning as the psionic alteration of a remote alternate Earth, the mysterious "White Wave" now spirals randomly through the multiverse, permanently changing any Mutant it comes across. The White Wave manifests as a blindingly bright cosmic energy storm, often parsecs in diameter. This brilliant discharge can appear without warning virtually anywhere in the cosmos, wreaking genetic havoc for a few minutes before rapidly fading.

Culture records indicate the post-human empire encountered the White Wave at least once before, more than 50,000 years ago, suffering casualties in the millions and losing dozens of colony worlds. In 1974, the White Wave appeared in Earth-space, wreaking havoc on the burgeoning Mutant populace. Due to the random and patternless nature of the event, another White Event could occur at any time.



During a White Wave, all Mutant characters within a single solar system must succeed at a randomly determined FORT Save (DC 10 + 2d6). If the Mutant succeeds, though she is *nauseated* for the duration of the Wave, and *shaken* for 24 hours afterward, she suffers no permanent ill effects. A typical wave lasts 1d4 minutes before fading.

If the FORT Save is a failure, the Mutant's genome is completely rewoven, as the reality-altering White Wave destroys her Mutant DNA. The character's race is rewritten; the former Mutant becomes either a Human a member of another player race with the Psionic subtype. Mutations and deformities no longer apply to the character. Mutant

characters with racial feats lose those feats, and can instead choose an equal number of racial feats appropriate to their new race.

Mutant Powered Heroes who lose their mutant powers thanks to a White Wave keep all class abilities, including bonus Powered Hero talents purchased with Mutation Points. Since the White Wave is a way for heavily deformed mutants to become more human-seeming while keeping most of their mutant gifts, some Mutants actively pray for another White Event. In Nightflight, the persecuted Cult of the White Helix offers sacrifices for another White Wave Event. The Cult's members are among some of the mutant nation's most hideously mutated citizens, outcast more for their desire to return to a human shape than for their physical oddities.

THE WHITE RITUAL

The Cult of the White Helix has mastered a psionic discipline that's half quantum physics, half prayer in hopes of drawing the White Wave's energy to earth. So far, the White Ritual remains rare, even in Nightflight, and completely unknown in the outside world. The White Ritual requires at least 24 hours of uninterrupted, solitary meditation by a Mutant who has chosen the Nightflight Citizen Starting Occupation.

At the climax of the ritual, the Mutant cultist must attempt a DC 22 Knowledge (theology & philosophy check). The Mutant can take 10 on this check, but can't take 20 and cannot retry a failed check. If the check succeeds, the Mutant undergoes White Wave transfiguration as described above. On a failure, the Mutant's genome remains unchanged.

Unfortunately, the White Ritual twists probability curves around the practitioner. Upon successfully completing the ritual, the now transformed mutant loses half their store of Action Points. Each time the now transformed mutant gains a new level, he or she only receives half the Action Points ordinarily gained.

NEON (EARLY PL 5)

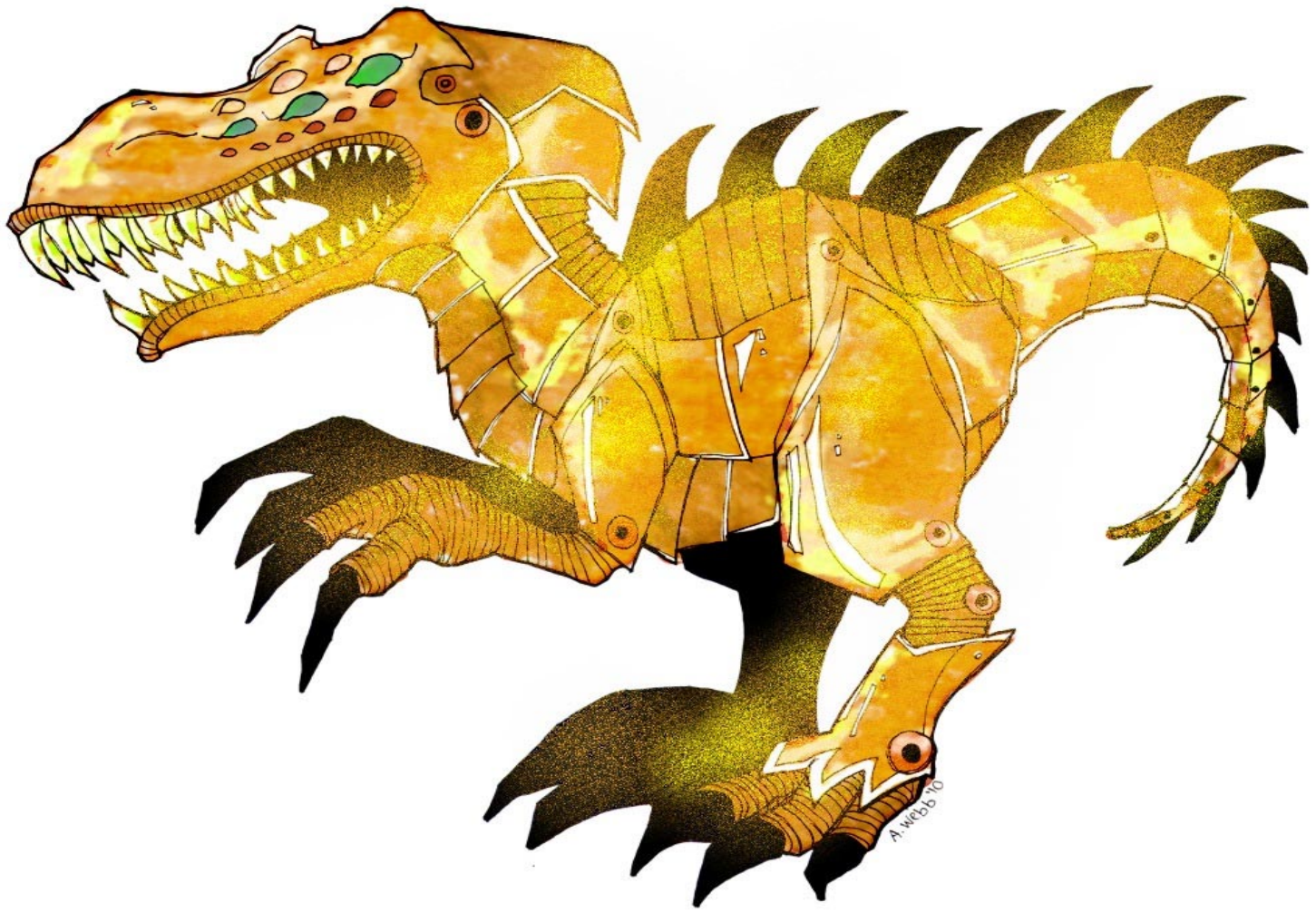
Large Aberration

The Neon are a race of nomadic warriors from the Large Magellenic Cloud at the center of the galaxy. Able to metabolize stellar radiation and photosynthesize starlight, Neon clans thrive where no life should be able to exist. Their ancient and unchanging culture has evolved in deepest space. The creatures are born, live most their lives, and eventually die in hard vacuum; the vast majority of Neon never enter a planetary gravity well. The Neon have built a thriving, prosperous culture out in hard vacuum, tapping comets for water and mining asteroids.

The Neon are one of the few races which has encountered the Culture but not been absorbed into it. The hulking aliens have no need of planetary comforts, and the Bodiless Choir has deemed conquering each of the Neon's thousands of independent asteroid-habitats a fool's errand. The fact that the Neon and Culture have different habitat requirements has prevented conflict and the relationship between Neon and Culture is one of trade and wary disinterest.

The Neon barter for high-tech goods and luxuries they can't manufacture themselves. In return, the Neon provide raw material, and occasionally hire on as space-borne Marines aboard Culture vessels. The Neon are wary of the Culture, wondering if someday the aliens will reverse their hands-off policy and decide to enslave their race. In turn, the Culture considers the Neon animals, albeit very useful animals.

Most of the Neon hiding on Earth came to the planet aboard a Culture vessel. Neon operatives are prized for their strength and durability, their innate astronavigation talents, and their knack for survival. A career in Psi-Watch or a similar organization is usually an attractive prospect for Neon stranded in Earth-space. Most Neon gladly trade service for passage off-planet.



Appearance: The Neon are enormous, tyrannosaur-like monsters protected beneath a spectacular, fiery aura and dense organic steel carapace. Most Neon stand nearly 10 ft tall at the shoulder, and weigh as much as a fully loaded Humvee. The largest specimens reach nearly twenty feet at the shoulder, and legendary clan bulls are sometimes even more massive.

Though relatively short, a Neon's forearms are as powerful as a hydraulic press. Their massive legs give them surprising speed and agility for their bulk. A Neon's mammoth body is sheathed in sleek, living steel plates. Segmented armored plates on their back, breast and running the length of their spinal column provides an additional layer of protection for the aliens, as well as giving them an almost machine-like appearance. Their toothy, flame-licked maws are crowned by multiple rows of eyes, most

of which perceive a greater color spectrum than human optics.

A Neon's body is wreathed in a corona of plasma vapor, which glows as brightly as a halogen flood and can badly burn anyone touching the alien carelessly. Plasma vents from beneath seams in the alien's armor, and this fiery aura helps the alien regulate its body temperature in the depths of space and offers comprehensive protection against cosmic background radiation. Thanks to their superior color vision, Neon can easily differentiate their own kind by subtle shade differences in one another's aura. The hue of a Neon's fiery aura tells other members of its species its asteroid of birth, its caste and its family history. Neon of different spectrums rarely interbreed.

Size: As a Large aberration, Neon incur a -1 size penalty on Defense, a -4 size penalty on Hide checks and receive a +4 size bonus on Grapple checks. A Neon's lifting and carrying limits are double those of a medium humanoid. As an aberration, Neon are immune to effects which specifically target humanoids, such as *charm person*.

A Neon's base land speed is 30 ft. The Neon are semi-quadrupedal. If a Neon can drop to all fours, it can lope along at a base land speed of 40 ft. The Neon cannot be carrying anything in its hand to revert to quadrupedal running.

Ability Score Modifiers: +4 STR, +2 CON, -2 INT, -2 CHA. Neon are inhumanly strong and durable, with immune systems that laugh off Terran disease and toxins, but their alien mindset leads to difficulties in interacting with humans.

Racial Skills: Neon are born in hard vacuum and are natural star-travelers. Neon receive a +4 racial bonus on Knowledge: physical sciences and Navigation checks, which reflects their childhood under an endless sea of stars.

A Neon's fiery corona imposes a -8 (total -12 with size penalty) racial penalty on Hide checks. Unless magical or psionic means are used, the Neon automatically fails Disguise checks when attempting to imitate anything other than another Neon.

Neon automatically speak and are literate in their clan's language and a number of other Neon languages equal to their INT modifier. This is in addition to their ordinary allotment of bonus languages.

Enhanced Senses: Neon possess *low light vision* and *blindsight* with a 60 ft range; they are at home even among the blackest voids of deep space. However, since they are designed to survive in anaerobic environments, Neon have no sense of smell or taste.

Natural Armor (EX): A Neon's living metal hide provides the alien with a +6 natural armor bonus to Defense. Unfortunately, Neon cannot wear additional armor or operate Powered Armor.

Energy Immunity (EX): Neon characters immune to cold, fire, and radiation damage. They are tempered in hard vacuum and can survive deep space's extremely lethal conditions. Planetary life is a pleasant vacation for these star-born aliens.

Starborn (EX): The Neon are perfectly adapted to life in deep space. They require no atmosphere to survive, and are immune to suffocation, drowning and hard vacuum. They require no food or water to survive, and can metabolize stellar radiation.

Photosphere (EX): The Neon continually vents a nimbus of stellar plasma, which forms a brilliant corona around the creature's armored body and culminates in a crown of stellar flame. The brilliant aura sheds light like a halogen floodlight, and cannot be suppressed. The fiery aura only fades when the Neon dies.

This flaming aura does not harm the Neon or its gear, but adds +1d6 points of fire damage to all the creature's unarmed attacks. Any creature who grapples the Neon suffers +1d8 points of fire damage per round of contact. Casual contact with the Neon can result in second or third degree burns and an embrace can be deadly.

Zero G Adaptation (EX): All Neon receive Zero G Training as a racial bonus feat, even if they do not meet the prerequisites.

THE PATRIOT PROGRAM

The US military's "Patriot" supersoldier program is the most successful human enhancement program in the world. Over the last four and a half decades, Patriot Medical has produced more than human subspecies than even Cebary's genelabs. New Patriot mutate are codenamed alphabetically and the roster of custom-built new species is referred to, collectively, as the Patriot Alphabet.

The US Government only openly acknowledges the existence of a few Patriot Species: Anvils, Boxers, Ivories and Mechanics. The existence of other Patriot mutates is kept on a strictly need to know basis and of all the Patriot programs in this book, the Switchblade program is the most highly classified.

The APEX sourcebook (Otherverse Games, 2009) details three new Patriot mutate races common to the

Otherverse America setting: Couriers, Mechanics and Wrench. It also hints at a monstrous breed of Patriot Zulus, without providing details. While the Mechanics have been imported to Psi-Watch, it's up to individual gamemasters if these other futuristic breeds of supersoldier also will play a role in your campaign. Future sourcebooks for both game lines will detail additional Patriot mutates.



PATRIOT ANVILS

Large Monstrous Humanoid

Patriot Anvil was the shortest lived, and least successful of Psi-Watch's supersoldier programs, reaching its peak and being shut down in 1994, just two years after its inauguration. Like its 'cousin' programs, Patriot Anvil had the stated purpose of breeding superhuman soldiers. However, the ponderous, slow moving mutants the program produced had little battlefield utility: most of the initial test subjects were medically discharged from the military and now live in highly classified obscurity.

The Patriot Anvil program was scrapped, and the mutagens used in the conversion process were marked for long term storage and disposal. Unfortunately, the disposal facility in Utah was destroyed under mysterious circumstances, releasing the highly toxic mutagens into the air. It may be years before the ecological damage from the accident repairs itself. Over the last five years, Patriot Anvil births have become a common, horrifically bloody event across the rural Southwest, especially in Utah's sprawling reservation land.

Physicians on the reservations keep a wary eye for the signs of Anvil mutation during a pregnancy, but unfortunately the tell-tell mutations of the fetus only appear in the last weeks of pregnancy. Too many mothers die giving birth to their heavily mutated offspring, and without quality xeno-medical care, most newborn Anvils don't live more than a few years. Those who survive grow quickly, reaching their full adult size in just a few years, though the mutants mature emotionally at the same rate as a human. Huge numbers of Patriot Anvil orphans live in the subterranean Patriot Medical city, while others have found their way to Nightflight. In both cases, the oldest and most mature have earned reputations as tough, battle-ready warriors.

Appearance: When fully grown, Patriot Anvil children stand between eight and ten feet tall, and most weigh a ton or more. Instead of a human epidermis, they are covered in a dense, silica-based exoskeleton. Their stony skin is usually a dark brown or amber, the color of desert landscapes, though female Anvils are often a drab blue or grey. Differences in color are only way to tell an Anvil's gender as secondary sex characteristics are non-existent.



Patriot Anvils have wide, flat elephantine feet to support their massive bulk, and stubby, simplified fingers with crudely articulated opposable thumbs. They have featureless, unexpressive faces with jaws like a bulldozer's shovel and insectoid compound eyes set far back in a basalt skull.

Size: As a Large monstrous humanoid, Patriot Anvils suffer a -1 size penalty to Defense, a -4 size penalty on Hide checks but gain a +4 size bonus on Grapple checks. An Anvil's lifting and carrying limits are double those of a Medium humanoid. As a monstrous humanoid, Patriot Anvils are immune to effects that specifically target humanoids, such as *charm person*.

Patriot Anvils move like tanks, with a base landspeed of 20 ft.

Ability Score Modifiers:

+6 STR, +2 CON, -4 DEX, -2 WIS. Patriot Anvils are impossibly strong, able to twist rebar in their bare hands and shatter a foot thick concrete block with a single blow. Unfortunately, they're ponderous and earthbound, and their stony exoskeleton impedes their senses.

Geo-Carapace (EX):

Patriot Anvils have rocky hides nearly 6 inches deep. The stone skinned goliaths are able to shrug off small arms fire and survive a direct hit from an air to ground missile. A Patriot Anvil's armored hide provides a +6 natural armor bonus and provides the creature with Damage Reduction 5/-.

This racial Damage Reduction stacks with DR gained from other sources, including feats and Tough Hero class levels.

The incredibly bulky Patriot Anvil cannot wear additional armor, and any clothing or equipment (such as a spacesuit) worn by the Anvil must be custom tailored, increasing the base purchase DC by +6.

The Patriot Anvil's blocky fingers are ill suited to fine manipulation. Any task that requires manual dexterity (typing, surgery, delicate repairs, even reloading a handgun) takes twice as long to perform when the Patriot Anvil attempts the task. If the Anvil takes 10, the task takes 20 times as long



to complete, and requires 40 times the usual completion time when the Anvil takes 20.

Stone Fist (EX): The Patriot Anvil's massive rocky fists give the creature a natural slam attack. The Anvil is always considered armed and proficient when attacking with this slam attack. The Patriot Anvil's slam attack deals 1d8 points of damage, plus his STR modifier.

Generational Restriction

The first Patriot Anvil were born during the mid 1990s. Only a handful are older than 20. Patriot Anvil characters must be created in the Young Adult or Child age categories only.



PATRIOT BOXER

Medium Humanoid

“Patriot Boxer” was an under funded adjunct to the government’s mid-70s Patriot Ivory program. Where the Patriot Ivory program focused on subtle defensive mutations implanted in children in utero, Patriot Boxer focused on enhancing the strength and endurance of adult volunteers. The Boxers were Vietnam vets who were gene-modified for enhanced strength and durability.

The physical mutations and neural disorders that were part and parcel of the Patriot Boxer gene-mod lead Psi-Watch to declare the experiment a failure, and the program was mothballed in 1976. Today’s scattered Patriot Boxers are either the children of 70s-era volunteers, or are products of cut-rate foreign versions of the program.

Appearance: Patriot Boxers are multi-armed humanoids, with an additional pair of muscular, fully functional limbs located just below their sternum. All Patriot Boxers are lean and muscular, with close to 0% body fat. A handful of Patriot Boxers lack the symmetry of their cousins, and may have lop-sided arm configurations, or are marked by other vestigial limbs.

A Patriot Boxer has unusual proportions and organ configurations to accommodate their unusual limbs: their lungs and hearts are enlarged to accommodate their metabolic needs. They are taller than a human, with an elongated abdomen and ribcage. Some Patriot Boxer females have additional pairs of breasts and pectoral muscles level with their second shoulders, while other have a row of nursing teats running the length of their bodies.

Size: As a medium humanoid, Patriot Boxers receive no special bonuses or penalties due to their size.

A Patriot Boxer has a base land speed of 30 ft. Patriot Boxers have a climb speed of 20 ft, and can always take 10 or 20 on a Climb check, even when threatened.

Ability Score Modifiers: +4 STR, +2 CON, -2 INT, -2 WIS. Patriot Boxers are prodigiously strong, and incredibly healthy and durable. However, the neural disorders common to all Boxers mean they are easily distracted, with notoriously poor eyesight and are prone to distracting migraines and poor recall.

Racial Skills: A Patriot Boxer's unique anatomy gives the humanoids a +4 racial bonus on Climb, Escape Artist and Sleight of Hand checks.

Enhanced Senses: Patriot Boxers possess *lowlight vision*.

Boxer Anatomy (EX): The multiply armed Patriot Boxers are designed for frontline combat and military service. A Patriot Boxer's many arms allow the creatures to effectively fight with multiple weapons simultaneously.

All Patriot Boxers receive the Multiweapon Fighting feat as a racial bonus feat, even if they do not meet the DEX Prerequisites. A Patriot Boxer's multiple limbs give the creature a +4 racial bonus on Grapple and Disarm checks.

Militant Durability (EX): Patriot Boxers were initially designed for frontline service in the jungles of Vietnam. Genetically engineered for combat service, Patriot Boxers receive one bonus hit point each time they gain a level in any of the following combat-focused advanced classes: Soldier, Field Officer, Helix Warrior, Combat Type or Frontliner.

Cardiovascular Weakness (EX): The Boxer's enlarged heart and lungs are taxed to capacity by the creature's muscular and metabolic demands. Patriot Boxers suffer regular cardiac events and asthma like symptoms.

Any time they fail a FORT save, for any reason, in addition to the normal effects of a failed save, the Patriot Boxer suffers 1d3 points of temporary CON drain, due to the effects of a debilitating minor heart attack.

PATRIOT IVORY

Medium Humanoid

"Patriot Ivory" is the codename for a Psi-Watch breeding program dating back to the moon landing, designed to create ultra durable, metahuman agents. Using selective breeding, hormonal injections and gene-therapies while the Ivory child is still in utero, and the controlled introduction of extraterrestrial DNA, Psi-Watch was able to create genetically enhanced soldiers almost indistinguishable from baseline humans.

The Patriot Ivory program is one of Psi-Watch's greatest successes, and "Ivories" account for more than half of the agency's metahuman operatives. While most Patriot Ivory children are raised by the agency on high security campuses around the world, substantial minorities of Ivories are placed with human foster families, and though their early lives are recorded and highly scrutinized, have almost normal childhoods.

Patriot Ivory foster children are often placed in the care of retired or medically sidelined agents, who raise the children with the expectation that one day the superhuman child will also enlist in Psi-Watch.

Appearance: Patriot Ivory soldiers are almost indistinguishable from their human counterparts, and with a little care can easily pass for humans. Patriot Ivories have milk white skin, pale hair and bright pinkish or reddish eyes. Most are simply assumed to be albino humans, and can easily pass for normal human thanks to make up or concealing costumes.

A Patriot Ivory's skin and muscle tissue is slightly denser than human, and they weigh several pounds more than a human of similar build. Their skins are slightly hard to the touch, especially when the Ivory is angry or fearful. As the Ivory's adrenaline surges, the metahuman's bone white skin is flushed with hormones and becomes nearly bullet proof.



Proficiency as a racial bonus feat.

Enhanced Senses: Patriot Ivories are genetically engineered for keen night vision, and all Ivories gain *lowlight vision*.

Adrenal Armor (EX): When threatened, the Ivory's milk white skin instantly hardens into a protective armored carapace, as durable as the ivory the race is named for.

The Ivory receives a +3 natural armor bonus to Defense; unlike conventional natural armor, the Ivory does not benefit from this natural bonus when he is flat footed, denied his DEX bonus to Defense, unconscious or helpless. The adrenaline surge that hardens the metahuman's white skin happens in a heartbeat, but the

metahuman must be at least subconsciously aware of the threat.

Size: As a Medium humanoid, Patriot Ivories receive no special bonus or penalties due to their size. A Patriot Ivory's base land speed is 30 ft.

Ability Score Modifiers: +4 DEX. Ivory musculature and connective tissue is more flexible and pliable than comparable human tissue, giving the super soldiers unparalleled grace and agility.

Racial Skills: Patriot Ivory children are trained in military tactics and espionage from the minute they can speak, and their childhood games are usually military simulations.

The Ivory receives a +2 racial bonus on Climb, Knowledge: history and Knowledge: tactics checks. All Patriot Ivory receive Personal Firearms

Limited Starting Occupations: The Patriot Ivory's early years are focused on military and espionage training, limiting their social interaction and early career choices. A Patriot Ivory character can select a starting occupation only from the following list:

Adventurer, Criminal, Emergency Services, Law Enforcement, Military, Tube Grown

PATRIOT MECHANICS

Medium Humanoid (Psionic)

Patriot Mechanic mutates are trusted to keep the world's most complex war machines at peak efficiency. Their high intelligence and instinctive mechanical talents are reinforced with a psionic ability to manipulate metal and plastic. Patriot Mechanics serve with every faction- maintaining Bradbury Station's Slide system, upgrading the railguns on Aegis cruisers, overseeing American and Chinese sat launches, and ensuring that Huxley's guns don't jam during a fire fight.

Patriot Mechanic mutates are one of the most common engineered-human species. While most are engineered in utero, decanted from a womb-tank and raised by a corporate or military foster family, a substantial minority of the species are born naturally, to fully human parents. They are omnipresent in The Republic of Cebary, where they are considered inferior to pureline humans, but afforded greater freedom and social status than the island's mutant slaves.

Especially among the American working class, engineering a gestating fetus into a Patriot Mechanic mutate is seen as a way to ensure the child's future prosperity. Patriot Mechanic births are even more common in India and Pakistan, where the governments have instituted a large-scale uplift program, to ensure their dominance of the region's emerging high-tech economy.

Appearance: Patriot Mechanic mutates are nearly indistinguishable from their human cousins. A Patriot Mechanic's hands are sheathed in a millimeter-thin, slick silvery-grey layer of organic chrome. Their metallic 'gloves' continue up their forearms and shoulders as a fine network of circuitry. A Patriot Mechanic can easily pass for a full human just by wearing gloves.

Size: As a Medium humanoid, a Patriot Mechanic receives no special benefit or penalty due to its size. A Patriot Mechanic's base landspeed is 30 ft.



Ability Score Modifiers: +2 INT. Patriot Mechanics are highly intelligent, learn quickly and have a natural talent for invention.

Racial Skills: Patriot Mechanic brains are engineered for problem solving ability, logic and mechanical aptitude. The mutates receive a +4 racial bonus on Craft (mechanical, electronic) and Repair checks.

Skill Focus (EX): All Patriot Mechanics specialize in a single technical skill, which becomes their signature area of expertise. Select any one of the following skills: Craft (any), Disable Device, Demolitions, Drive, Knowledge (technology), Pilot, or Repair. The Patriot Ivory may use the skill in a new way: he or she may always choose to take 10, or take 20 when using that skill. This chosen skill is always a class skill for the metahuman.

In addition the Mechanic may ‘take-X’ on the skill check, where X is a number between 10 and 20. For example, if the Patriot Mechanic knew she could succeed on a repair check by rolling a 14 or higher, she could “take 14”. The skill check would then take fourteen times as long as performing the skill ordinarily.

Racial Feats: All Patriot Mechanics receive Gearhead as a racial bonus feat.

Mechanic’s Telekinesis (SU): A Patriot Mechanic’s telekinetic gifts are uniquely focused on manipulating metal and plastic. Merely by touching a Huge or smaller mechanical object for one minute, the Patriot Mechanic can perform routine cleaning and maintenance (such as cleaning and disassembling a gun, sharpening a blade, or degreasing an engine block).

The Patriot Mechanic can telekinetically manipulate unattended objects made mostly of glass or plastic weighing up to 20 lbs at will, as if using the *mage hand* spell. Patriot Mechanics can manipulate objects telekinetically within 30 ft.

A Patriot Mechanic can perform skill checks remotely at no penalty, due to the fine control the mutate has over inorganics, but suffers a -8 circumstance penalty if he uses this ability to launch an attack (such as by telekinetically firing a handgun).

Finally, as a full round action, a Patriot Mechanic can touch a Medium or smaller metal or plastic object and physically transform the object into any type of Improvised Tool Kit. Doing so destroys the object, ruining it for its original purpose.

PATRIOT SWITCHBLADES

Small Humanoid (Psionic)

During the late 1980s, Puzzle Ops began the ultra-black “Patriot Switchblade” program, a secret enhancement protocol unknown even to the Patriot Medical geneticists in Atlanta. The goal of the program was to create the perfect, undetectable assassin, a metahuman killer without the obvious mutations of other Patriot soldiers. To this end, hundreds of American children were secretly inoculated with a genetically engineered retrovirus embodying the Switchblade mutations.

Some died. Some killed themselves or others, as their predatory instincts came on-line. A few survived, locked forever into phenotypic childhood, gifted with an instinct for combat, and a psychological addition to watching others die. Patriot Switchblades account for a shockingly large percentage of Puzzle Ops’ network agents. These psionically gifted children can walk into any secure area empty handed, commit quiet murder, and escape suspicion because of their false innocence.

Appearance: Patriot Switchblade mutates are physically indistinguishable from pre-teen humans. After reaching an apparent physical age of about 10 or 11, they no longer show signs of aging, though they continue to gain experience. Despite their false, eternal childhood, Patriot Switchblade mutates live about as long as an unmodified human.

Patriot Switchblades know how uncomfortable other humans are fighting children, even psionic gifted assassin children. They usually adopt a childlike persona, which they can drop with shocking suddenness. Others dress in an intentionally disturbing Lolita style, and many Switchblades acquire the Troublemaker Template (from the Free20 product of the same name) to wreak father emotional havoc on their targets.

Size: As Small humanoids, Switchblades receive a +1 size bonus to Defense, a +4 size bonus on Hide checks, and suffer a -4 size penalty on Grapple checks.

A Patriot Switchblade's base landspeed is only 20 ft, due to their petite size.

Ability Score Modifiers:

-2 STR, +2 INT, +2 CHA.

Patriot Switchblades are keenly intelligent, and have a strong sense of self. They are social predators without equal, but their child-like frames limit their physical strength.

Racial Skills: Patriot

Switchblades are nasty little combat-sociopaths, who have a keen sense of others weaknesses and how to exploit them. They receive a +2 racial bonus on Bluff, Sense Motive and Knowledge (streetwise) checks.

Racial Feats: Patriot

Switchblades receive the Preferential Hunter feat as a racial bonus feat. Unlike other Preferential Hunters, each day upon awakening, they can change any one of their five preferred victim categories. This makes them more diverse and effective assassins.

Enhanced Senses: Patriot Switchblades have some cat and ursine DNA encoded into their genomes, to give them a killer instinct. Switchblades gain the *scent* special quality, and a Patriot Switchblade with the Track feat can use it track by scent alone.

Murder Addict (EX): Patriot Switchblade brains are hard-wired for killing. They enjoy murder, and worse, they're very, very good at it. Patriot Switchblades receive a +1 morale bonus on all skill checks, WILL Saves and melee attack rolls made after killing any sentient creature either barehanded or with a melee weapon.



However, if the Switchblade goes more than a week without killing a sentient creature, he or she becomes nervous, twitchy and depressed. The character is *shaken*, suffering a -2 penalty on all skills, checks, attack rolls and saves, until he or she commits murder.

Restricted Starting Occupations: Patriot Switchblades are only bred by Puzzle Ops, and are raised in Scholarship Division training camps. Their training is focused solely on stealth and wetworks. Patriot Switchblades can only choose from the following starting occupations:

Criminal, Military, Tube-Grown



SHIFTSTEEL SYMBIONTS

(MID PL 7)

Medium Humanoid (Psionic)

A Culture heavy cruiser crashed in Lake Michigan in 1942. Technology recovered from the crash accelerated the US space program by decades. While the public space agencies were racing the Russians to orbit, the fledgling Department of Mental Research (soon renamed Psi-Watch) was created to oversee Project: Shiftsteel. Beginning in 1951, Psi-Watch understood the alien technology well enough to begin surgically bonding fragments of the starship's living metal hull to human volunteers.

Over one hundred and fifty of America's best astronaut candidates and most decorated Korean War veterans had shards of living alien steel sewn into their bodies. The results were everything the fledgling Psi-Watch could have hoped for: enhanced speed reflexes and intellect, immunity to vacuum and hard radiation, unexplainable psionic gifts. The first Shiftsteel Symbiotes were elite soldiers, and the cyborgs became a standard part of US tactical doctrine, despite the personality changes and alien thoughts that the volunteers had to endure.

As technology and understanding of the human genome advanced, succeeding generations of Symbionts were linked more intimately to the alien metal. Next generation Symbionts were bonded to the alien metal on a genetic level, mingling human DNA with alien bio-ware. During the early 1960s, a short lived and highly controversial US government project dumped trace amounts of liquid state Shiftsteel into the water supply of black and minority communities throughout the Southern USA. By the 1970s, the Russians had stolen and reverse engineered the Shiftsteel Symbiont technology, exporting it to the Warsaw Pact nations.

The current generation of Shiftsteel Symbionts are the children and grandchildren of first-gen volunteers and the 1960s' unwitting

test subjects. The Shiftsteel mutation is deeply recessive, and could conceivably lie dormant for generations. Psi-Watch estimates that there are fewer than 1,000 Shiftsteel Symbionts worldwide, and has documentation of only a few active Symbionts. Due to their rarity and high threat level, newborn Symbionts are a hotly contested resource.

Appearance: When their powers emerge, typically during late puberty, a Shiftsteel Symbiont undergoes a profound physical change. A living mercury carapace oozes through their pores and covers the majority of their bodies. Only the Symbiont's face is left uncovered; the rest of their body is sheathed in liquid metal. Often gleaming metallic silver, a Symbiont's hull might take other more exotic hues, from a rich gold, a bloody iridescent crimson, or the crisp blue of a lightning strike. This liquid metal carapace gleams brightly in the sun.

Under their steel, the physiological changes are even more profound: human organs atrophy, transforming into a bio-engine resembling a Culture warship's star drive. Normally the Symbiont's gleaming metallic armor is as polished as a mirror but if the Symbiont is injured or depressed, their colors dull and a spider web of fine cracks appears. A symbiont's chromium carapace is hot to the touch, and crackles with harmless electrical discharges.

Size: A Shiftsteel Symbiont is a Medium humanoid, and as such receives no special bonus or penalty to its size. A Shiftsteel Symbiont's base land speed is 30 ft.

Ability Score Modifiers: +2 INT, +2 WIS, -2 CHA. Shiftsteel Symbionts are far more intelligent than the norm, incredibly strong willed and perceptive. However, they live everyday with alien thoughts encoded in their genome. They have difficulty relating to ordinary humans, and often struggle to express the great thoughts trapped inside the steel.

Racial Skills: Shiftsteel Symbionts receive a +2 racial bonus on Navigate and Knowledge (physical science) checks. Their gleaming carapace whispers into their mind, giving the Symbionts a natural insight into quantum physics and stellar phenomena.

Enhanced Senses: Shiftsteel Symbionts gain *lowlight vision* and *darkvision* with a 60 ft range.

Shiftsteel Carapace (EX): The alien metal covering their bodies gives the Shiftsteel Symbionts phenomenal durability and energy resistance. Shiftsteel Symbionts receive a +3 natural armor bonus to Defense.

In addition, the creatures are completely immune to radiation, heat and fire damage, as well as to electrical damage. Shiftsteel Symbionts suffer only half damage from cold based attack forms, or no damage on a successful save.

Probability Curvature (SU): The Shiftsteel's body naturally generates a subtle, and omnipresent source of light, roughly equal to a heavy duty spotlight. In addition, this aura alters quantum flux and distorts probability. Psi-Watch theorizes that this aura is similar to training and shipboard damage control devices commonly used on Culture starships.

During character creation, the Symbiont selects any two skills, which must be keyed to different ability scores. Once chosen, Curved skills cannot be changed.

Performing either skill in the Symbiont's presence becomes easier. Anyone within 30 ft of the Symbiont receives a +1 luck bonus on checks with that skill. The Symbiont does not benefit from her own Probability Curvature, but can receive a bonus provided by other members of her species.

Shiftsteel Machinery (SU): There are several different 'castes' of Shiftsteel Symbionts. Psi-Watch theorizes that the alien metal taken from the Culture warship is attempting to produce 'replacement parts' for the salvaged starship, and that the different 'breeds' of Shiftsteel Symbionts represent different components required for starship operation.

During character creation, the Shiftsteel Symbiont must select one of the following primary cyber-cores, which determines the Symbiont's capabilities. Once chosen, the selection cannot be changed.

Astro-nav Engine (SU): The Symbiont's inner hull is laced with worm-hole generators and quantum string computers. The Symbiont can teleport over extremely short distances. A number of times per day equal to one plus the Symbiont's CON modifier (minimum twice daily), the Symbiont can teleport up to 30 ft as a free action. The Symbiont must have a clear line of sight where she is jumping.

Combat Array (SU): The Shiftsteel Symbiont can vent the exotic energies his body produces. As often as once per round, the Symbiont can fire a blast of energized particles and strange matter. The energy blast is a ranged weapon with a 30 ft range increment which inflicts 1d4 + CON modifier points of energy damage. When this ability is chosen, the Symbiont chooses whether the energy blast will inflict Cold, Electricity, Fire, or Sonic/Concussion damage.

EW Array (SU): The Symbiont's internal systems generate a powerful stealth field. The Symbiont's voice and image cannot be recorded or stored electronically, though the creature can use 'real time' communications links like telephones and VOIP protocols.

The Symbiont receives a +4 racial bonus on Defense against guided ranged attacks, such as powered missiles, but not ranged weapons targeted 'by eyeball' or unguided ranged attacks.

Lift Engine (SU): The strange energy generating organs within their bodies give them the ability to spurn gravity and fly through the localized manipulation of gravitons. Symbionts have a flight speed of 30 ft (good maneuverability)

Quantum AI (EX): The Shiftsteel Symbiont's incredibly keen mind works with incalculable speed, and is capable of drawing conclusions from minimal data. The Symbiont is a deductive savant. Each day the Symbiont receives a pool of bonus points equal to twice her ranks in Knowledge: physical sciences.

Any number of these daily bonus points can be spent by the Symbiont to improve the results of any INT or WIS based skill check, Concentration check, Initiative check or WILL saves. The points must be spent prior to rolling to resolve the check.

Quickflex Hull (EX): The Symbiont's liquid metal skin is designed for maximum grace and inhuman agility. The Symbiont's chromed body can flex and stretch in ways impossible for a human, and the Symbiont receives a +4 racial bonus to DEX.

Xeno-Biology Suite (SU): The Symbiont is programmed with a complete xeno-biological database and emergency DNA replication system. Three times per day, the Symbiont can summon any creature of the animal, aberration, dragon, magical beast or ooze type which is CR 2 or less. This creature appears in the nearest open square to the Symbiont and serves the metahuman loyally for up to one minute or until destroyed. The creature disintegrates after one minute as its flash-cloned genetic structure breaks down.

Symbiotic Autism (EX): Shiftsteel Symbionts are prone to a host of unusual psychological problems, in many ways fundamentally similar to autism. If the Symbiont ever rolls a natural one on any skill check, they enter a trance state for 1d4+1 minutes.

While entranced, the Symbiont stares blankly, their hands moving automatically as they attempt to correct their errors, and cannot be awakened. During this time, the Symbiont is *helpless*, and will not even defend him or herself if attacked or injured.

The Culture's Shiftsteel Symbionts

The Culture claims a caste of pilot-workers fundamentally similar to the Shiftsteel Symbionts. Referred to as "Walkers of the Grey Corridor" these alien Symbionts are statistically identical to their Earth-born counterparts. Their appearance is slightly different. Where Earth's Symbionts resemble human figures dipped in colorful liquid chrome, the Culture's Symbionts display intricately carved, baroque armor which is invariably a rich golden bronze against their dark skins.

The Culture's "Walkers of the Grey Corridor" often select the Ghostwise starting occupation, and are assigned to the Culture's enormous space fleet. "Walkers of the grey Corridor" account for some of the Culture's greatest combat pilots, starship captains and famous Naval officers.

THE SPETSNAZSKI

(EARLY PL 7)

Medium Humanoid

The Spetsnazski are products of a secret Russian genetics experiment designed to produce the perfect soldier. The Spetsnazski program actually predates American attempts to produce enhanced Cold Warriors by nearly a decade; the first Spetsnazski experiments were performed on the unfortunate victims of the Stalin-era purges. Thanks to their willingness to spend thousands of lives for a single positive result, and a budget dwarfing anything the CIA or the young Psi-Watch organization had to work with, the USSR took an early initial lead in the genetic arms race.

Spetsnazski mutates first entered combat service during the late 1960s. These perfect Soviet warriors were dispatched to hotspots around the globe, instructed to train 'progressive elements' and leftist rebels in guerilla tactics. Secret duels between Spetsnazski agents and their gene-enhanced American counterparts were common and brutal, as the two breeds of super soldier clashed on battlefields around the globe.

Like their nearest American counterparts, the Patriot Ivories, early Spetsnazski were raised in isolation at one of the many "Science Cities" not appearing on any Russian map. Most 60s-era Spetsnazski were mutated into during their childhood, and after it became clear they would survive, these mutant children were taken from their dissident parents and raised by the State. With the fall of the Soviet Union, Spetsnazski technology found its way across the world, becoming especially common among Middle Eastern and Southeast Asian factions.

The Spetsnazski program was restarted under Putin, and a new roster of Spetsnazski children were decanted from Russian womb-tanks. These young, modern Spetsnazski are being trained according to the same grueling regimen begun decades ago.

Their childhoods are filled with wilderness survival courses, armed and unarmed combat training, and political indoctrination. During their teens, young Spetsnazski are instructed in the arts of espionage and insurgency. By the time these super-agents are allowed to leave Russia on their first mission, they have as much field training as most veteran Western spies.

Appearance: Spetsnazski are designed to easily pass for human; those with overt mutations were traditionally euthanized within minutes of birth. A Spetsnazski resembles a pale, lean Russian man or woman with pale grey or white hair. The main difference between a Spetsnazski and a human is the structure of the eyes; a Spetsnazski eyes lack visible irises. Their dark irises seem to fill most of their eyes. The race's minor mutations can easily be concealed behind sunglasses and a ballcap.

Size: As a medium creature, a Spetsnazski has no special bonuses or penalties due to size. A Spetsnazski base land speed is 40 ft- these soldiers are bred for speed like champion racehorses.

Ability Score Modifiers: +2 DEX. Spetsnazski musculature and connective tissue is more flexible and pliable than comparable human tissue, giving the super soldiers unparalleled grace and agility.

Enhanced Senses: Spetsnazski eyes are designed to let in maximum amounts of light, giving the mutants *darkvision* with a 60 ft range.

Racial Skills: Spetsnazski are trained extensively in espionage and warfare, and are taught to take pride in the history of the USSR. Spetsnazski receive a +2 racial bonus on the following Knowledge checks: history, streetwise and tactics.

Most young Spetsnazski fire a gun for the first time before their fifth birthday. Due to the years these genetically engineered warriors have spent drilling with the AK-47, they receive AK-47 Insurgent as a racial bonus feat.

With the emphasis the Russian unarmed combat style places on wrestling, its no surprise that these warriors receive a +2 racial bonus on grapple checks.

Cold Soldier (EX): Spetsnazski are designed to thrive in cold weather, and to use Russia's lethal winters as another weapon in their arsenal. Spetsnazski receive a +8 racial bonus on FORT saves made to resist extreme environmental cold.

Nocturnal (EX): The same optical mutations which increase a Spetsnazski's night vision gives the mutate a mild form of day blindness. Spetsnazski suffer a -2 penalty on ranged attack rolls during daylight or when exposed to any bright artificial light source.

Restricted Starting Occupations: A Spetsnazski's early years are focused on military and espionage training, limiting their social interaction and early career choices. A Spetsnazski character can only select a starting occupation only from the following list:

Adventurer, Athlete, Criminal, Emergency Services, Military, Tube Grown



STEAMERS

(EARLY PL 7)

Medium or Large
Aberration (Psionic)

The Steamers are a mutant species created by extraterrestrial pollution.. With each Culture ship that lands on Earth or returns to the stars, the chance of new Steamer births increases another fraction. Once airborne, the mutagenic pollutants left behind by Culture space-lifts propagate throughout the upper atmosphere, warping human and animal genetics, and condemning an unfortunate handful to life as a Steamer post human.

Some humans are more susceptible to the pollution than others, a genetic weakness which seems to follow no discernable pattern of race, family history or background. Steamers are born randomly across the world, and the sudden and often fatal mutation is all the more terrifying because of its sheer unpredictability. There is no way to predict who will succumb to Steamer mutation, or when.

The vast majority of humans who succumb to the mutation die, their bodies boiling away to sentient vapor before they can receive the medical care they need to survive. Psi-Watch, the Genomic Underground and the rare other factions with access to comprehensive xeno-medical facilities are a new Steamer's only hope. Without specially designed containment suits, a Steamer's body can't maintain cohesion. Steamers die like smoke.



Most surviving Steamer mutants are too traumatized by their sudden transformation to even consider military service. However, a few of the stronger willed Steamers have found new lives, and a newfound sense of purpose working with Psi-Watch or other military factions. Others have retreated deep into the Genomic Underground, in hopes of finding a cure, or failing that a community of fellow survivors.

Appearance: Steamers are obviously not human- in fact they're no longer even really solid in their natural 'naked' state. A Steamer's consciousness is disbursed through a cloud of colorful exotic gases. To survive, the mutants must trap their consciousness within a specially designed containment suit, which acts as a crude body for the otherwise intangible creature.

This containment suit resembles a bulky suit of power armor. In many cases, the head, torso and groin region of the suit are composed of hardened, polymer plate armor. The containment suits' limbs are an unarticulated, flexible rubbery substance, more durable than Kevlar, which is relatively easy for the bodiless Steamers to manipulate.

These creatures move strangely, with slow sweeping motions and sudden jerky movements, like badly manipulated puppets since the mutant lacks an internal skeletal structure. Most Steamer mutants decorate the 'face' of their containment suits featureless helmet with colorful designs: national flags are a favorite design element.

Size: A Steamer may be either size Medium or size Large, depending on the style of containment suit the creature wears. This decision is made during character creation, and once chosen cannot be changed.

A Medium Steamer mutant has a base land speed of 30 ft and no special bonuses or penalties due to its size.

A Large Steamer mutant has a base land speed of 30 ft. Large mutants incur a -1 size penalty on Defense and attack rolls, a -4 size penalty on Hide checks but their lifting and carrying limits are double those of a medium creature. Large Steamers receive a +4 size bonus on Grapple checks.

Ability Score Modifiers: -2 DEX, +4 CON, -2 WIS. The mutant can never be as agile as an ordinary, vertebrate human, simply because of the crude articulation provided by their survival suit. Likewise, the suit's sensors are not quite as keen as normal human senses, and the trauma of their

mutation has left many Steamer mutants slightly unstable. However, redundant systems built into the survival suit make them difficult to kill.

Enhanced Senses: The Steamer's gaseous form is especially sensitive to vibrations, giving the mutant *Tremorsense* with a 30 ft effective radius.

Survival Suit (EX): The Steamer's crude, bio-tech survival suit duplicates many of the functions of the human body and contains the mutant's consciousness. In most cases, the survival suit is treated as the character's body. The survival suit is equipped with innovative self-repair systems, which allow it to recover from damage at the same rate as an unmodified human. In addition, the Steamer can be treated with the Repair skill; Treat Injury cannot be used to repair damage inflicted on the creature.

A Steamer's unique gaseous body means the mutant is immune to radiation, poisons, the *nauseated*, *sickened* and *shaken* conditions. The mutant is not subject to stunning or subdual damage, and requires no food, water or atmosphere for survival.

If the suit is ever destroyed (reduced to -10 HP or fewer) the consciousness inside dies. A Steamer reduced to 0 HP or less is incapacitated in the same manner as a human, however the creature automatically stabilizes and does not lose additional HP per round unless it is damaged further.

Though the survival suit is not a truly living organism, it does have vital areas and components that can be damaged. The Steamer is subject to the effects of critical hits, precision based damage, and effects that cause additional damage over time, such as bleeding wounds.

Vent Core (EX): The Steamer mutant may allow some of its gaseous substance to vent from specially designed openings in the chest and shoulders of the survival suit. If only small amounts of gaseous bio-mass is lost, the creature can regenerate the missing bio-mass in the same way a human replaces lost tissue. By voluntarily suffering 3d6 points of HP

damage, due to the loss of bio-mass, the Steamer can unleash a 30 ft line of tornado force winds.

All objects or creatures within the line must succeed on a Strength Check (DC 20 + the Steamer's CON modifier) or be pushed back at least 5 ft, plus 5 ft per every five points by which they fail the check.

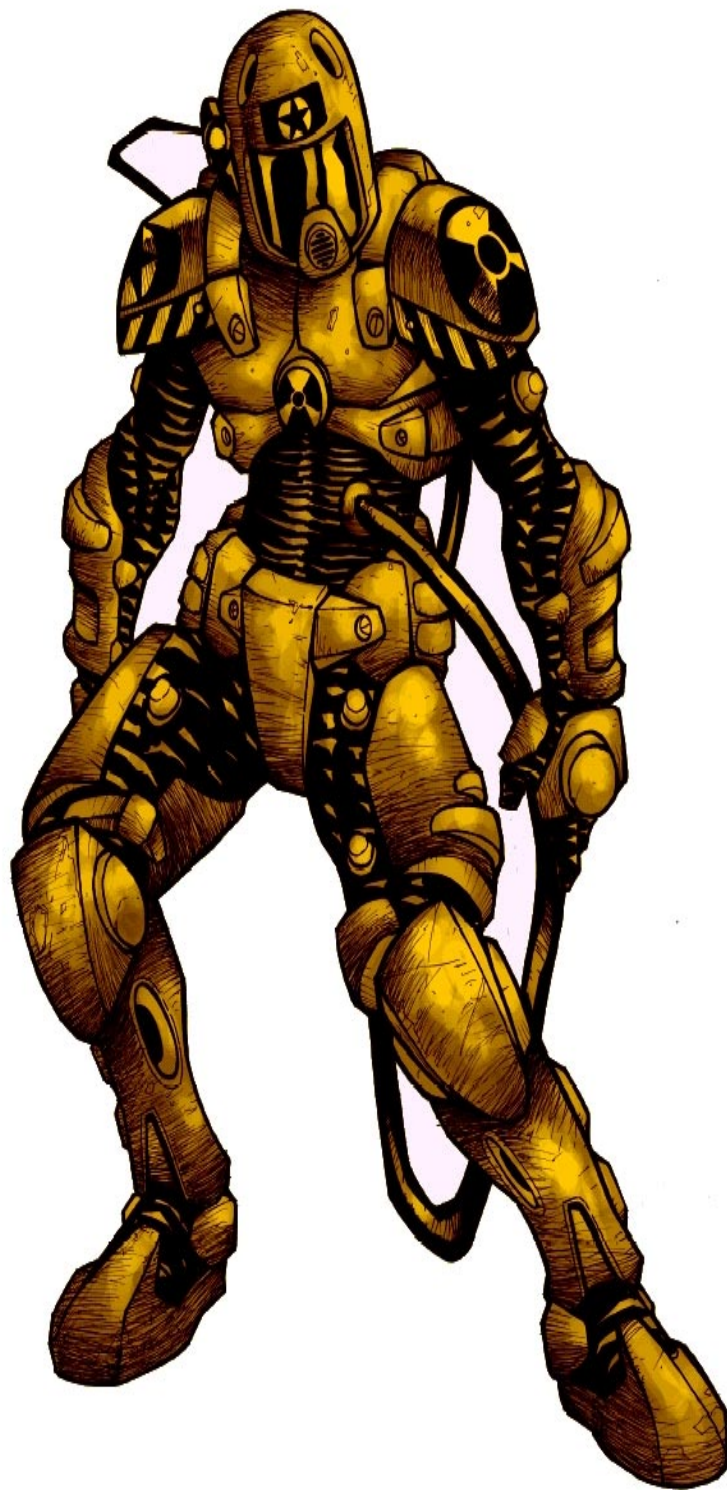
This is effectively a 'remote' Bull Rush initiated by the Steamer. Creatures knocked back suffer 2d6 points of bludgeoning damage, plus 1d6 points for every additional 5 ft traveled (maximum 10d6). Creatures struck by unattended objects caught in the gale suffer additional damage based upon that objects size. Venting core mass is a full round action, which provokes attacks of opportunity.

Drawback: Venting core mass often damages the intricate mechanisms of the creature's survival suit. The Steamer mutant suffers an additional -2 racial penalty on DEX and a -2 racial penalty to STR until their suit is properly maintained. Repairing a survival suit damaged in this way requires a DC 15 Repair check and around 30 minutes of work.

Alien Steamers

Members of the Culture are, of course, immune to the toxic effects of their starship fuel. However, many of their provincial citizens aren't so lucky. Culture governors rarely even notice when members of the native population begin mutating into Steamers, and in fact consider Steamer servants to be a valuable local resource. When the first Steamers begin appearing, many planetary governors actually increase spaceflights, in hopes of breeding more of these valuable servants.

Alien-born Steamers are identical to human-derived Steamers in game terms, but might hail from any one of the million worlds claimed by the Culture. These alien Steamers might come to Earth as a servant, guard or pet of a high caste Culture figure. A small Steamer community exists on Ganymede.



PSI-WATCH HEROIC CLASSES

The Psi-Watch campaign is *extremely* combat focused. Characters have to be deadlier and more spectacularly skilled than their counterparts in other game settings. Psionic powers are common, and most characters- hero and villain alike- have military experience. Martial arts expertise, high security clearances and weapon expertise are the expected norm for Psi-Watch heroes. The new classes here are inspired by the action packed comics of the early 1990s. In addition to their role in a Psi-Watch campaign, all the new classes described in this section are used without significant modification in the *Otherverses America campaign setting*.

PSI-WATCH STARTING OCCUPATIONS

These Starting Occupations are more like a comic book hero's origin story than a conventional former occupation.

DEEP SLEEPER

Shortly after the end of WWII, the Department of Mental Research (the precursor to Psi-Watch) began the highly classified Deep Sleeper program. Skilled military recruits (and in a few cases, decorated veteran soldiers) were removed from their battalions near the end of their bootcamp training. Deep Sleeper recruits were placed into cryo-stasis in secret locations across the US and United Kingdom, to be awakened as a final reserve in the event of nuclear war. Many Deep Sleep troops were modified with crude bio-tech and prototype genetic enhancements before entering cryo-sleep.

The Deep Sleep program continued until the mid 1970s, when the program was shelved. The US government has been steadily decanting their frozen troops since the end of the Vietnam War, and inducting them into Psi-Watch. Despite the end of the program, several thousand Deep Sleeper soldiers remain in stasis, awaiting the day they are called for service.

Prerequisite: Age 18+, American or British nationality

Skills: Select three of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Climb, Demolitions, Drive, Hide, Knowledge (tactics, history), move Silently, Navigate, Pilot, Survival, Swim

Bonus Feat: In addition to Personal Firearms Proficiency, select one of the following: Brawl, Combat Reflexes, Great Fortitude, Improved Initiative, Light Armor Proficiency, Run, Toughness. Alternatively, you may select any Psionic Precursor for which you meet the prerequisites.

Wealth Bonus Increase: +2

Reputation Bonus Increase: +0

FAILED CANDIDATE

You completed initial Psi-Watch training, perhaps even served on a field team briefly, but were expelled from the program for some reason. Young Psi-Watch agents can be washed out of the program for any number of reasons, from administrative or medical issues to murder, cowardice or treason. Whatever the reason for your discharge, you parted ways with Psi-Watch on less than optimal terms. Your previous contact with the agency colors your relationship to this day, and even if you later rejoin the agency- or assist on missions as a freelancer- you're not fully trusted.

Prerequisite: Age 18+

Skills: Select three of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Computer Use, Concentration, Demolitions, Gamble, Intimidate, Investigate, Knowledge (tactics), Pilot, Repair, Sense Motive, Treat Injury

Bonus Feat: You gain Personal Firearms Proficiency and one other feat of choice from the following list: Aircraft Operation, Advanced Firearms Proficiency, Armor Proficiency (light), Combat

Martial Arts,
Combat Reflexes,
Far Shot, Low
Profile, Point Blank
Shot

Drawback: You
cannot ever receive
the Elite Clearance
feat with regards to
Psi-Watch or its
sister agencies.

**Reputation
Bonus Increase:**
+2
**Wealth Bonus
Increase:** +0



FERAL MUTANT

For too many mutant children, their powers only begin emerging at puberty, but their deformities are present from birth. Abandoned by horrified or terrified parents, these wild children are forced to survive using their own natural animalistic talents, scavenging on the fringes of human society. Hiding when they can, killing when they must, feral mutant children have never been taught how to be human. Instead, they're fierce, self-taught predators, and any humanity they display is a trait they've discovered on their own.

Prerequisite: Mutant race, Age 10+

Skills: Select three of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Climb, Concentration, Escape Artist,
Handle Animal, Hide, Jump, Listen, Move Silently,
Spot, Survival, Tumble

Bonus Feat: You gain Animalistic Weapons and one of the following feats as a bonus feat: Animalistic Mutation, Brawl, Carrion Scavenger, Chameleon, Great Fortitude, Lightning Reflexes, Racial Exotica, Run.

Drawback: You do not begin the game literate in any language. You must spend 2 skill points to become literate in a language.

Reputation Bonus Increase: +0

Wealth Bonus Increase: +0

LIFER REFUGEE

The armament manufacturer Metamorphosis North exists in at least two realities, and fields impressive metahuman private armies in both worlds. You were born, raised and got your first taste of combat on a parallel world, a dangerous 22nd Century where conflicts over abortion rights blew up into full scale civil war. You fought for the losing side as a fearsome, genetically engineered anti-abortion terrorist called a Lifer.

When the War finally ended, your reality's Metamorphosis North offered you and a surprisingly high number of your battle-buddies a second chance. Escape to a parallel world and serve with an alternate version of the company's elite private military contractors. You took Metamorphosis North up on the offer (mostly for lack of better alternatives) and crossed over into a distorted version of your world's history... a timeline where Powered first emerged during the 1950s, not the 2020s, where there are no Lifechains, where an organization called Psi-Watch keeps the peace....

Prerequisite: Age 18+, Human race (or a member of an Otherverse America specific starting race)

Preselected Feat: Select either Perfect Metabolism, Circuit Neurology or Savant, to represent the onboard nanotech common to most 22nd Century Americans, but which are still considered exotic in this parallel time line.

Skills: Choose three of the following as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks with that skill.

Bluff, Computer Use, Craft (electronic, visual arts, writing), Demolitions, Disable Device, Drive, Intimidate, Knowledge (theology & philosophy, technology), Listen, Pilot, Read/Write or Speak Language, Treat Injury

Bonus Feats: You may select any Psionic Precursor or Psionic feat you meet the prerequisites for. Alternatively, you may select any Lifer feat (described in the Otherverse America campaign setting) for which you meet the prerequisites. You receive Personal Firearms Proficiency.

Wealth Bonus Increase: +1

Reputation Bonus Increase: +0

META-GANGER

The Rodney King riots ended in disaster, when LAPD's riot control squad used an untested nerve gas on the crowds. Instead of peacefully subduing the demonstrators, the nano-tech laced gas killed hundreds and cataclysmically mutated thousands more. Today, most of Los Angeles lives and dies under the colors of powerful meta-gangs.

Mutant warlords have carved the city into personal kingdoms, and depend on a horde of super powered thugs and mercs to enforce their will. Though most meta-gangers lack the discipline of true soldiers, they've seen more combat than any three rookie Psi-Watch agents by the time they've turn 18. If they make it that far... meta-gangers who make it to 20 are kings, but they're in the minority.

Prerequisite: Age 12+, American nationality, Mutant race or must possess the Psionic subtype

Skills: Select one of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Craft (mechanical, visual arts), Drive, Gamble, Intimidate, Knowledge (streetwise), Repair, Spot

Bonus Feat: You may select any Mutant racial feat, Psionic Precursor or Psionic feat you meet the prerequisites for as a bonus feat. You also receive Personal Firearms Proficiency.

Reputation Bonus Increase: +2

Wealth Bonus Increase: +1

MUTANT HUNTER

Until the early 1980s, it was legal to slaughter American mutants, to shoot them down where they stood for laughs. Most American cities boasted well-organized, politically well connected "Hunt Clubs". The beer-fortified men of these Clubs would venture out into the night in search of Mutant hides to hang on their trophy walls.



Hunt Clubs are officially outlawed, but many have simply gone underground. Whether or not you still hunt muties for sport, the lessons in urban tracking and gun-work learned on the old hunts still come in handy.

Prerequisite: Age 15+, American nationality

Skills: Select three of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Climb, Demolitions, Drive, Gather Information, Handle Animal, Intimidate, Investigate, Knowledge (streetwise), Listen, Spot, Search, Survival

Bonus Feat: Select either Brawl, Low Profile, Local Hero, Personal Firearms Proficiency, Purity Control, Quick Draw or Track as a bonus feat.

Reputation Bonus Increase: +3

Wealth Bonus Increase: +1

NARCISSICAN CLONE

Illegal 'kitten factories' around the world produce an assortment of sentient and semi-sentient sexual playthings for the hyper-wealthy and decadent. The laboratories of Mung Thoy Than and the Republic of Cebary can custom-build slaves to order... if you have upwards of 10 million dollars to spend! .

One of the most popular breed of sexual gene-toys is the Narcissican clone, a force-grown duplicate of the client educated through VR memory implantation. Sometimes these clones are gender-reversed, some times they are not, depending on the whims of their client.

Narcissican clones emerge from their growth-tanks with both the memories of their owners, and the knowledge they are the genetically programmed slaves of the man or woman whose genes they share. Even if they somehow manage to buy or win their freedom, most Narcissican clones find the conditioning and memories of their slave years difficult to fully lay aside.

Prerequisite: CHA 13+, age 12+ (apparent physical age)

Skills: Choose two of the following as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks with that skill.

Balance, Craft (visual art), Diplomacy, Gamble, Gather Information, Knowledge (business, popular culture, streetwise), Perform (act, dance, sing), Profession (prostitute, courtesan, ect), Sense Motive

Bonus Feats: Select one of the following:
Acrobatic, Alertness, Deceptive, Gifts of Ecstasy,
Natural Empath, Trustworthy, Windfall
Wealth Bonus Increase: +2
Reputation Bonus Increase: +1

NIGHTFLIGHT CITIZEN

You have been accepted as a citizen of the secretive mutant utopia, Nightflight. The city is a place unlike anywhere else on Earth- a palace larger than Rhode Island, floating 500 meters above the Bermuda Triangle, hidden by psychics and genius-level stealth shields. There, you grew up among a society freer and more hopeful than anywhere else on Earth, where mutant was the norm, and your strange powers are seen as a gift from the Helix.

Prerequisite: Age 10+, Mutant race

Skills: Select two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Craft (any), Handle Animal, Sense Motive, Perform (any), Ride, Survival, Swim, Treat Injury

Bonus Feat: Select any Mutant racial feat, Psionic Precursor or Psionic Feat for which you meet the prerequisite. Nightflight culture emphasizes the development of natural gifts, not human skills. You also receive Creative as a bonus feat, due to the emphasis Nightflight places on art and beauty.

Reputation Bonus Increase: +1

Wealth Bonus Increase: +2

ROMANOV SURVIVOR

The first rumors of surviving members of the Romanov family were whispered just days after the massacre of the Russian Imperial Dynasty. Over the years, a number of claimants to the lost Russian throne have emerged, most notably Anna Anderson during the late 1970s. However, these claimants have invariably been proved false, unconnected to the murdered royal family.

However, you are different. You share a blood tie with the members of the long vanished

royal family. Perhaps your ancestors were abroad when the Revolution broke out, or were able to flee to safety. Perhaps, like some have hoped, Czarina Anastasia survived the execution of her family and escaped abroad.

Prerequisites: Age 10+, Human race, Russian ancestry (though the character may be a citizen of any nation)

Skills: Regardless of your native language, you may speak and are literate in Russian. Select two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Diplomacy, Disguise, Knowledge (art, civics, current events, history), Performance (dance, sing), Profession (any white collar), Research

Bonus Feat: You gain one of the following feats as a bonus feat: Animal Affinity, Educated, Psychometric Touch, Savant, Trustworthy or Windfall.

Reputation Bonus Increase: +3

Wealth Bonus Increase: +1

TIME-CROSSER

In the very near future, it all goes wrong. Blooded Ghost assassins infiltrate Bradbury Station, massacring an unprepared Psi-Watch and crashing the massive orbital platform into the wheat fields of Kansas. America fell just days after Psi-Watch died, its metahuman defenders rounded up and slaughtered in Huxley Emergence laboratories. Ordinary humanity is dying a slow death, consumed by fallout from Bradbury Station's impact and freezing to death by inches as nuclear winter grips the continent.

You came back to try- to hope against hope- to fix things. To prevent the Fall of Mankind. The only problem is that time travel scrambles brain cells pretty bad. You landed in the 21st Century with a headful of paranoia and partial amnesia, and you're no longer quite sure what you have to do to prevent the world you were born into from coming to pass. All you have to go on are your instincts and



a few scraps of mangled future history rattling around in your skull.

Prerequisite: Age 14+, WIS 13+

Skills: Select two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Craft (mechanical), Demolitions, Drive, Handle Animal, Hide, Intimidate, Knowledge (history, tactics, technology), Pilot, Spot, Survival, Treat Injury

Bonus Feat: Time-Crossers receive Precognitive Dreams as a bonus feat even if they do not meet the prerequisites. They also gain Personal Firearms Proficiency.

Reputation Bonus Increase: +1

Wealth Bonus Increase: +1

TUBE-GROWN

The character is a recently decanted clone soldier. He or she was grown to physical maturity and educated via memory implants, virtual reality and psionic methods while gestating. The character might only be a few days old when the campaign begins, but is as knowledgeable as any other teenager.

Of course, no VR training program can be as comprehensive as real experience, so the Tubegrown hero probably is missing a few pieces of information, which may be comic or tragic. Many Tubegrown struggle with the strange memories implanted in them during their often surreal training scenarios.

Prerequisites: Age 14+ (apparent physical age)

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Acrobatics, Climb, Computers, Demolitions, Disable Device, Drive, Knowledge (tactics or history), Pilot, Stealth

Bonus Feat: Select any two of the following: Advanced Firearms Proficiency, Armor Proficiency (light or medium), Assault Clone, Combat Martial Arts, Combat Reflexes, Endurance, Personal Firearms Proficiency, Power Attack, Run or Toughness. Alternatively, the character may select any Psionic Precursor he meets the prerequisites for.

Wealth Bonus Increase: +0

Reputation Bonus Increase: +0

CHILDREN OF THE ANTHILL

If you choose to create an Antfarm-bred clone soldier, you can. All children of the Anthill share the Tube-Grown starting occupation with the following minor modifications.

In addition to English (or another native tongue), the children of the Antfarm are proficient in an artificial language used in the VR simulation. There are two dialects of “Paralee”: Paralee-Alpha is similar to English and is spoken by the Blue Force

soldiers. The simulation's Blue Force is modeled upon Cold War-era NATO. Paralee-Omega is Russian/Germanic coined language spoken by Red Force, an 'opposing force' modeled on the now defunct Warsaw pact.

All Children of the Antfarm are either Red or Blue Force. The two factions are trained to despise each other. Antfarm children receive a +1 morale bonus on attack and damage rolls against children from the opposing force. Antfarm children can never use the Aid Another action to assist an Antfarm clone from the opposing faction.

CULTURE STARTING OCCUPATIONS

The Culture is a caste driven society, and while citizens can elevate their station through great deeds, martial perfection or through excellence the arts and sciences, most of the empire's sixteen trillion citizens are locked into the station they are born into. Wide ranging genetic engineering adapts Culture children to their duties later in life while they are still in utero.

GHOSTWISE

Ghostwise are the philosophers and teachers of the Culture. They are the closest thing the atheistic empire has to priests. They are a respected caste, responsible for maintaining the Culture's records, instructing its children and maintaining its bureaucracy. They are speakers to the honored ancestral dead in the Grey Corridor, and they are the Culture's navigators, guiding their ghost-ships through the shoals and inlets of the afterlife.

The Ghostwise are the Culture's intellectuals and technicians, and they are among the most educated citizens of a hyper-intellectual empire. Only males are normally allowed to begin Ghostwise training, though any female who can successfully bond to Shiftsteel is allowed into a Ghostwise Academy.

Prerequisite: 18+, Culture males or Culture-born Shiftsteel Symbionts (of either gender) only

Skills: Select two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Craft (electronic, writing), Computer Use, Gather Information, Knowledge (any), Navigate, Pilot, Repair, Research

Bonus Feat: Select either Educated, Gear Head, Iron Will or Starship Operations. Alternatively, the Ghostwise may select any Psionic Precursor which he meets the prerequisites.

Wealth Bonus Increase: +2

Reputation Bonus Increase: +1

LAWSINGER

Lawsingers are members of the Culture's burgeoning legislative caste. They are minor nobility, allowed to address the Bodiless Choir and vote on important matters of state. The title of Lawsinger is passed along hereditary lines, though lower caste citizens can, and often are appointed to this caste for great cultural and social achievements. Many Lawsingers are dilettantes rather than driven politicians, appointed to the Choir for artistic achievements, as a political favor or purchase a spot in this caste.

Prerequisite: Age 22+, Culture race.

Skills: Select two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Diplomacy, Gather Information, Knowledge (art, business, civics, current events, popular culture, theology & philosophy) Perform (act, sing), Profession (any legal or white collar)

Bonus Feat: Select either Confident, Deceptive, Natural Empath, Savant (mental), Sociopathic Insight, Trustworthy or Windfall

Wealth Bonus Increase: +3

Reputation Bonus Increase: +2

MILITARY ADEPT

The Culture is a militaristic society, and all Culture citizens are given at least basic military indoctrination and combat training. Those who show

an aptitude for military service are selected for further training, and spend their adolescence in gender segregated, highly regimented combat academes. Academy graduates are often placed into training billets aboard Culture warships, where they complete their training as a major domo and apprentice to a junior officer.

Prerequisite: Age 16+; Culture race

Skills: Select two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Concentration, Demolitions, Diplomacy, Knowledge (civics, tactics), Navigate, Pilot, Spot, Survival

Bonus Feat: Select either Aircraft Operations, Starship Operations, Advanced Firearms Proficiency or Zero-G Training as a bonus feat. You automatically gain Personal Firearms Proficiency.

Wealth Bonus Increase: +1

Reputation Bonus Increase: +1

SWORD CULT ACOLYTE

A fortunate few, children of amazing beauty and intelligence, from the most powerful families in the culture are fostered in the Final Sword's dojos from the time they can take their first steps. These children are drilled extensively, and can recite millennia of Culture military victories and tactical doctrines, wield swords in imitation of their adult sensei, and are trained for unquestioning obedience and impossible courage.

Prerequisite: Age 12 +, Culture females only

Preselected Feat: The Sword Cult Acolyte must select either Iron Will or Focused as a feat at first level, reflecting the intense training and determination necessary to master the Final Sword's teaching.



Bonus Feat: Select either Exotic Weapon Proficiency (katana), Combat Martial Arts, Nimble or Weapon Finesse as a bonus feat.

Skills: Select two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Balance, Concentration, Jump, Knowledge: (civics, current events, history, tactics, theology & philosophy), Move Silently, Perform (dance), Tumble

Wealth Bonus Increase: +2

Reputation Bonus Increase: +1

UNDERCASTE

The Undercaste makes up the bulk of the Culture's population; half-breed Culture citizens as well as subject populations. The Undercaste is the Culture's lowest of the Culture's large 'lower class' population. Deemed genetically and mentally inferior, the Undercaste performs the jobs too dangerous or unpleasant for a true Culture citizen to touch.

Undercaste are the garbage collectors, the scavengers, the miners, the refinery workers and shipboard damage control experts.

In the Culture's urban wastes, they are the criminals, the smugglers, the gangers, the prostitutes struggling for survival and low level thieves, since the Culture has closed most other opportunities to them.

Prerequisite: Member of conquered race such as the Blooded Ghosts.

Skills: Select two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Craft (electronic, mechanical, structural), Demolitions, Handle Animal, Intimidate, Knowledge: earth & life sciences, Knowledge: streetwise, Profession (any blue collar), Repair, Survival, Treat Injury

Bonus Feat: Select any two of Brawl, Carrion Scavenger, Deceptive, Great Fortitude, Out-Colonist, Personal Firearms Proficiency, Retro-Tech or Stealthy

Wealth Bonus Increase: +0

Reputation Bonus Increase: +0

WORLDSEEDER

The Worldseeder caste made up of the Culture's xeno-biologists, missionaries and terraformers. They are explorers and colonists, augmented by unique Culture bio-technology. Worldseeder clans are the first Culture citizens to arrive on a newly conquered world; they are responsible for terraforming the planet and converting any existing societies to Culture norms.

When their painstaking work is done, when the world blooms and their job is done, the next generation of Worldseeders moves onward, in search of new star systems to mold.

Prerequisite: Age 15+, Culture only

Preselected Feat: Potential Worldseeders must have selected the Bio-Mechanical Sentinel Feat at first level.

Skills: Select three of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Climb, Computer Use, Craft (chemical), Demolitions, Handle Animal, Knowledge (behavioral sciences, earth & life sciences, technology, theology & philosophy), Listen, Navigate, Ride, Survival, Swim

Bonus Feat: Select any one of the following as a bonus feat: Animal Affinity, Gearhead, Guide, Immortal Sentinel or Track.

Wealth Bonus Increase: +2

Reputation Bonus Increase: +0

THE POWERED HERO BASIC CLASS

The Powered Hero Basic Class is an alternative to traditional attribute based Basic Classes. This character option is unique to Psi-Watch and Otherverse America campaigns. In both campaigns, post-human supersoldiers and genetically engineered terrorists are common. The Powered Hero Basic Class allows starting characters to manifest impressive superhuman abilities from the campaign's first moments

Powered Heroes differentiate themselves through talent trees, like the other Basic Classes. Powered Heroes often multiclass with ability-based Basic Hero classes to increase their combat effectiveness. Which Basic Class is the best multiclassing choice for a Powered Hero is based mostly upon which ability score their Ability Push talent is keyed to, and what combat role they wish to take: infantry, sniper, medic, assault are just a few options. Many Powered Heroes use the "Basic-Plus", (such as Tough Plus) feats from the D20 Future rules to quickly master another Basic class' unique talents with a minimal level investment.

IN THE WORLD

Powered Heroes are the products of cutting edge genetic alteration and nano-surgery, designed to build more capable soldiers. The first generation of true Powered heroes was decanted in the wake of World War II, with the first American super humans built by The Department of Mental Research (later renamed Psi-Watch). Russian Powered Heroes quickly emerged, and the Cold War became a genetic war. Within a few decades, other factions developed their own unique methods for creating supersoldiers. By 1970, every rogue faction on the planet, from the People's Republic of North Korea to Mung Thoy Than, to the Kali Cartel, had it's own private army of well trained metahuman soldiers.



To survive against a rapidly evolving Powered threat, Psi-Watch Powered Heroes became even more impressive with each successive generation.

Many of today's Powered Heroes have a metahuman heritage going back at least a generation and even inexperienced Powered Heroes are often far more powerful than their genetically enhanced parents, blending the physical gifts of both their post-human parents. Other Powered Heroes are first generation enhanciles, who signed on with Psi-

Watch, Puzzle Ops or another unit or with a megacorp black ops team in exchange for the genetic alterations necessary to make them more than human. Though less attractive than their engineered counterparts, many of the most powerful mutant heroes and most remorseless villains of the Genomic Underground are heavily augmented Powered Heroes.

Revision Alert

In Otherverse America, only specific races can become Powered Heroes. That's not the case in Psi-Watch. The gloves are off, and this ruleset is about freedom, not restriction. Unless specifically forbidden, you can safely assume that each of the alien cultures described in this campaign guide have developed their own version of Powered Hero technology. Blooded Ghosts, Jigsaw, Neon and even stranger races can all become Powered Heroes if they want.

Undead creatures cannot usually become Powered Heroes, though if a Powered Hero dies and returns as undead, he or she retains all class abilities earned to date.

Class Information

The following information pertains to the Powered Hero Basic Class.

Hit Die

The Powered Hero gains d8 hit points per level. The character's Constitution modifier applies. Powered Heroes are tough and durable, and many can survive small caliber gunshot wounds, though they'll definitely feel the shot the next morning. A first level Powered Hero receives 8 HP + his or her CON modifier.

Action Points

The Powered Hero gains a number of action points equal to 5 + one-half of his character level, rounded down every time he attains a new level in this class.

Psionic

Powered Heroes gain the Psionic Subtype, and may freely select from Psionic Precursors and Psionic feats.

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+0	+0	Genetic Enhancement Package, Ability Push, Talent	+0	+1
2nd	+2	+2	+0	+0	Bonus Feat	+1	+1
3rd	+3	+2	+1	+1	Talent	+1	+1
4th	+4	+2	+1	+1	Bonus Feat	+1	+2
5th	+5	+3	+1	+1	Talent	+2	+2
6th	+6/+1	+3	+2	+2	Bonus Feat	+2	+2
7th	+7/+2	+3	+2	+2	Talent	+2	+3
8th	+8/+3	+4	+2	+2	Bonus Feat	+3	+3
9th	+9/+4	+4	+3	+3	Talent	+3	+3
10th	+10/+5	+5	+3	+3	Bonus Feat	+3	+4

Class Skills

The Powered Hero's class skills are as follows.

Balance (DEX), Climb (STR), Hide (DEX), Intimidate (CHA), Jump (STR), Knowledge (history, popular culture, streetwise, tactics, theology & philosophy) (INT), Listen (WIS), Move Silently (DEX), Pilot (DEX), Read/Write Language, Speak Language, Spot (WIS), Tumble (DEX)

Skill Points at First Level: (3 + INT Modifier) x4

Skill Points at Each Level: 3 + INT Modifier

Starting Feat: In addition to the two feats all human characters get at 1st level, a Powered Hero begins play with the Simple Weapons Proficiency feat.

Bonus Feats: At every even-numbered class level, the Powered Hero receives a bonus feat, which must be chosen from the following list.

Acrobatic, Aircraft Operation, Armor Proficiency (any), Brawl, Combat Expertise, Combat Martial Arts, Combat Reflexes, Dodge, Endurance, Far Shot, Frightful Presence, Great Fortitude, Improved Damage Threshold, Improved Initiative, Lightning Reflexes, Personal Firearms Proficiency, Power Attack, Run

Instead of a conventional feat, the Powered Hero may substitute any Psionic Precursor Feat for which he meets the requirements.

A Powered Hero with levels in any ability based basic class may select the associated "Hero Plus" feats from the *D20 Future Core Rulebook*, such as Strong Plus or Smart Plus as a class-based bonus feat.

Ability Push (EX): The Powered Hero Basic Class is not tied to any particular attribute, and metahumans with a wide selection of attributes can excel in this class. Once per day, a first level Powered Hero can focus their willpower, using intense concentration to briefly enhance their already superhuman metabolism or fundamentally alter their post-human psychology.



Using their Ability Push is a full round action which provokes attacks of opportunity. If the Powered Hero suffers damage when attempting to activate the Ability Push, the daily use is wasted without effect. The Powered Hero's Ability Push provides with a metahuman with a +2 inherent bonus to their highest ability score, which lasts for one hour. This bonus stacks with other temporary

bonuses to ability scores, such as a Frontliner's Psycho-Feedback ability, spells and similar effects.

If a first level Powered Hero has two or more ability scores that are equally high, he selects which ability is enhanced by Ability Push. Once chosen, this selection cannot be changed.

Genetic Enhancement Package (EX): All Powered Heroes are imbued with a well chosen suite of 'over-the-counter' genemods, increasing their metabolism to peak-human levels and making the Powered fitter, more robust, and slightly more attractive than an unmodified human.

Powered Heroes have highly efficient metabolisms, requiring only ½ the food and water of an unmodified human. They receive a +4 bonus on FORT Saves made to resist starvation and thirst. Powered Heroes live much longer than an unmodified human, adding 50% to their Adult, Middle Aged and Old age brackets.

In Otherversa America, the Powered Hero receives the following civilian Genemods: AgeWell, Cornucopia, Freshen, and Geno-receptor. The Powered Hero becomes vulnerable to any Genefeat (such as Metabolism Burn), which specifically exploits those genemods. The major in-game effect of these genemods is that the Powered requires roughly half the food of an unmodified human of similar build, and lives significantly longer. It is also much easier for the Powered Hero to undergo additional genetic enhancement than it would be for a normal human.

Talents: At every odd-numbered class level, the Powered Hero selects a talent from the following talent trees. Some talents have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than one unless expressly indicated.

Beginning Talents: A first level Powered Hero can choose from: Booster I, Flyer I, Gunslinger I, Honey Trap I, Microbe I, Peak Human I, Reflex I, Regen-

erator I, Shooter-Type I, Stealth-Type I, Tracer I, Warbody I

Which attribute the Powered Hero's Ability Push is keyed to affects which Talents the Powered Hero may select. A Powered Hero with a STR or CON keyed Ability Push will have the widest selection of Talents to choose from.

Booster Talent Tree

Powered Heroes who develop Booster mutations radiate pulses of psionic energy which improve the function of metahuman cells. Nearby Psions become stronger, more durable and more biologically efficient when in a Booster's company.

Note: Booster-Type Powered Heroes do not benefit from the effects of their own Booster Talents, though they can benefit from similar effects generated by other Powered Heroes.

Booster I: All allied creatures with the Psionic subtype within 60 ft of you gain a +2 luck bonus on Initiative checks. Psionic creatures with damage dealing powers inflict +1 morale bonus on attack and damage rolls made with Psionic abilities or Supernatural class abilities.

Prerequisite: CHA-Keyed Ability Push only

Booster II: All allied creatures with the Psionic subtype gain a morale bonus to FORT Saves and their Defense score equal to your CHA modifier (minimum +1) when within 60 ft of you.

Prerequisite: Booster I

Booster III: All allied creatures with the Psionic subtype gain an additional number of daily uses of limited-use Psionic Feats and Psionic Precursors equal to your CHA modifier (minimum one additional use). A Psionic character must be within 60 ft of you to utilize this extra use, but no specific Psionic character can receive no more bonus daily uses than your CHA modifier, no matter how many times that character encounters you within the same 24 hour period. Bonus daily uses are considered expended before 'normal' daily uses of a limited power.

Prerequisite: Booster II

Healing Booster: Anytime an allied character with the Psionic subtype expends a daily use of a Psionic feat or class ability, the character automatically recovers 1d4 Hit Points. This healing cannot bring the character above his or her full normal maximum HP.

Prerequisite: Booster II, Booster I

Flyer Talent Tree

Antigravity organelles hidden in the Powered Hero's chest and at the base of his spine allow the metahuman to defy gravity. Powered Heroes who advance along this feat tree gain ever-increasing levels of airborne agility and can hold their own in a casual dogfight against enemy Shell suits.

Flyer I: You gain a natural Flight Speed of 30 ft (average maneuverability). If you already have a natural flight speed, it is increased by +30 ft for each talent you select from the Flier Tree.

Flyer II: Your flight speed increases to 60 ft (good maneuverability).

Prerequisites: Flyer I

Flyer III: Your flight speed increases to 90 ft (perfect maneuverability).

Prerequisites: Flyer II, Flyer I

Flyer Plus: Your flight speed increases by +30 ft each time this Talent is chosen. You may choose this talent multiple times; its effects are cumulative.

Prerequisites: Flyer III, Flyer II, Flyer I.

Continental Range: You can cover incredible distances while flying. You have continental range, and given several minutes to accelerate, you can achieve Mach 1.5. At this speed, you can fly from America to anywhere Eurasia in just a few hours. Your tactical speed is unchanged, this enhancement only effects your top travel speed.

Prerequisites: Flyer II, Flyer I



Gunslinger Talent Tree

Gunslinger Powered Heroes are genetically engineered and specially trained for superhuman accuracy and lethality with a variety of firearms. They are often trained for espionage and assassination, favoring easily concealable handguns rather than the massive energy canons Frontliners and other supersoldiers are known for.

Gunslinger I: You are genetically programmed with a variety of firearms skills. You receive Personal Firearms Proficiency, Advanced Firearms Proficiency, Strafe and Two Weapon Fighting as racial bonus feats.

Limitation: WIS-Keyed Ability Push only

Gunslinger II: Your genetic improvements make you more effective in a gun battle. You have an almost precognitive awareness of fields of fire and the expected tactics of your enemies. In any battle where firearms are being used, either by you, your allies or NPC adversaries, you add your WIS modifier as an insight bonus to your Defense score.

You lose this bonus if you are flat footed, helpless or otherwise unable to add your DEX bonus to Defense.

Prerequisite: Gunslinger I

Gunslinger III: Enhancements to your visual cortex and fine motor control allow you to strike opponents where it will cause the most damage. You use your WIS modifier as the damage multiplier on all critical hits made using a firearm, rather than the weapon's listed multiplier.

Prerequisite: Gunslinger II, Gunslinger I

Gunslinger IV: Your speed, accuracy and reflexes are such that you can kill an entire platoon in a few seconds of shooting. As a full round action when wielding at least two firearms, you make a single attack roll, at your highest base attack bonus, against all targets in sight within a 360 degree firing arc, none of which may have more than $\frac{3}{4}$ cover.

The weapons must have at least one more round of ammunition than there are targets within the attack zone. The rules for two weapon fighting and normal range penalties apply.

Prerequisites: Gunslinger III, Gunslinger II, Gunslinger I

Honey Trap Talent Tree (short)

Honey Trap Powered Heroes are designed for seduction and infiltration, not front line combat ability. These attractive Powered Heroes are trained in espionage, psychology and manipulation, and their bodies are genetically hard-wired to use sex as a weapon.

Honey Trap I: The Powered Hero's body secretes a natural hormone with mild euphoric and disassociate properties. A touch, kiss or caress from the Powered Hero can leave targets vulnerable to the Powered influence.

If the Powered Hero can make skin-to-skin contact with a sentient

humanoid target, the Powered Hero receives a +4 enhancement bonus on CHA-based skill checks (except for Intimidate) made against that target within the next minute.

Prerequisites: CHA keyed Ability Push only

Honey Trap II: The bonus provided by the Powered Hero's Honey Trap I talent remains in effect for one hour after the contact. If the Powered Hero touches the target again while the initial bonus is active, the extra dose of psychotropic chemicals increases the bonus to +8 for the duration of the effect.

Prerequisites: Honey Trap I



Microbe Talent Tree

Powered Heroes who specialize in the Microbe Talent tree are evasion and infiltration experts. Able to shed body mass, and achieve insect size or smaller, there is virtually no place on Earth, no matter how fortified, they can't sneak into.

Microbe I: As a move equivalent action, you can shrink to doll size. You become Size: Tiny, gaining a +2 size bonus to Defense and attack rolls, a +8 size bonus to Hide checks, and suffering a -8 size penalty on Grapple checks.

You may maintain your altered size for a number of minutes equal to your Powered Hero class level per activation. While shrunk to Tiny size, you suffer a -4 penalty to your STR score.

Note that while you get proportionately faster as you shrink, the relative distance you cover is greater. Your size changes do not affect your base land speed or other movement speeds.

Microbe II: As Microbe I, but you can also choose to shrink to Size: Diminutive. At this size, you gain a +4 size bonus to Defense and attack rolls, a +12 size bonus to Hide checks, and suffering a -12 size penalty on Grapple checks. At this size, you suffer a -6 penalty to your STR score.

Prerequisite: Microbe I

Microbe III: As Microbe II, but you can also choose to shrink to Size: Fine. At this size, you gain a +8 size bonus to Defense and attack rolls, a +16 size bonus to Hide checks, and suffering a -16 size penalty on Grapple checks. At this size, you suffer a -8 penalty to your STR score.

Prerequisites: Microbe II

Microscopic: While shrunk to Size: Fine, you are as slippery and hard to contain as a single speck of dust. You may pass through any non-airtight structure or object when shrunk to the maximum extent, provided you can cover the distance in a single round.

Prerequisites: Microbe III, Microbe II, Microbe I

Strong Microbe: You do not suffer a penalty to your STR score while shrunk.

Prerequisite: Microbe I

Nullifier Talent Tree

Powered Heroes who develop Nullifier talents can temporarily shut down other Psions, whether their powers are the result of species abilities, feats, or Powered Hero levels. It's a useful ability for a supersoldier to have, especially when enemy forces include superhumans.

Nullifier I: You produce a zone of 'psionic chaff' which impedes mental functioning. Psions within your broadcast range suffer headaches, annoying auditory hallucinations like ringing ears and tapping noises, and are short tempered and off balance.

Any creature with the Psionic subtype who enters a 60 ft radius of you suffers a -2 morale penalty on Concentration checks, as well as all INT based skill checks and WILL saves. You may suppress this ability at will, but cannot exclude allies in radius from its effects.

Limitation: INT-Keyed Ability Push only

Nullifier II: By making a successful melee touch attack against a creature with the Psionic subtype, you can temporarily nullify its super powers. The target is unable to manifest any Psionic Precursor or Psionic feats, nor use any Supernatural (SU) or Spelllike (SP) abilities granted by membership in a Psionic race or class.

If a race or class grants Extraordinary (EX) abilities, they are unaffected by the power disruption. The effects of a nullifier's touch remain in effect for 2d6 rounds, and the length of disruption caused by multiple touches is cumulative.

Prerequisite: Nullifier I

Nullifier III: As an attack action, you can generate a psychic jamming field that simultaneously locks down all Psionic creatures within range. All creatures with the Psionic subtype within 60 ft must succeed at a WILL Save (DC 10 + your INT modifier + your Powered Hero class level) or be affected as if by your nullifying touch.

This disruption lasts 2d6 rounds, and the

effects of multiple disruptions and nullifying touches are cumulative. You may use this talent a number of times per day equal to your Powered Hero class level.

Prerequisites: Nullifier II, Nullifier I

Damaging Nullification: Your nullifying touch and nullifying burst cause neural trauma. Each time a Psionic character is affected by either ability, he or she suffers 1d4 points of temporary INT and CHA damage. The effects of multiple nullifying touches or bursts are cumulative.

Prerequisites: Nullifier II, Nullifier I

Extended Nullification: The effects of your nullifying touch or nullifying burst remain in effect for a number of hours equal to your INT modifier.

Prerequisites: Nullifier II, Nullifier I

Peak Human Talent Tree

Powered Heroes who specialize in this talent tree refine their Ability Push talent to incredible levels. The Powered Hero may lack obvious, flashy superhuman abilities, but their enhanced attributes make them capable of amazing feats.

Peak Human I: The Powered Hero may use his Ability Push talent twice per day at first level, plus an additional time per day per every five total character levels. When using his Ability Push talent, the Powered Hero's keyed attribute receives a +4 enhancement bonus.

Peak Human II: The bonus provided by the Ability Push talent increases to +6 for the duration of the effect.

Prerequisites: Peak Human I

Peak Human III: The bonus provided by the Ability Push talent increases to +8 for the duration of the effect. When using your Ability Push talent, in addition to receiving a +8 enhancement bonus to your initial ability score, you receive a +2 enhancement bonus to your next highest ability score for the duration of the effect. If you have multiple ability scores at the same level, you choose which ability score is affected by your improved Ability Push.

Once chosen, this selection cannot be changed.

Prerequisites: Peak Human II, Peak Human I

Reflex Talent Tree

The Reflex Tree emphasizes raw speed and agility, and uses modification to the body's fast twitch muscle groups and spinal column to push reaction time and agility into the near-superhuman realm. Reflex Tree metahumans are found among every faction, and these Powered Heroes are often highly skilled martial artists and melee combat experts.

Reflex I: The Powered Hero receives a +4 bonus on Jump and Tumble checks as well as a +2 bonus on Initiative checks thanks to their gene-mods. The Powered Hero's jumping distance is no longer limited by his height.

Prerequisites: DEX keyed Ability Push only

Reflex II: The Powered Hero no longer needs to make a running start when making a long jump. If the Powered Hero gets at least a 20 ft running start, he receives a +10 bonus on the Jump check.

The Powered Hero may add ¼ his ranks in Jump (rounded down) as a competence bonus on REF Saving throws, as he instinctively seems to leap out of danger's path.

Prerequisites: Reflex I

Reflex III: The Powered Hero is incredibly hard to get a bead on. The Powered Hero receives a +4 dodge bonus to Defense against attacks of opportunity provoked by moving through a threatened square.

Prerequisites: Reflex II, Reflex I

Fast Mover: The Powered Hero's jumping distance does not count against his total movement rate for the round. The Powered Hero can make one jump attempt per round as a free action, enabling the Powered to cover incredible distances through a combination of conventional sprinting and bounding.

Prerequisites: Reflex II, Reflex I

Regenerator

Talent Tree

Powered Heroes with this talent tree are incredibly durable and nearly impossible to kill. They can recover in minute from beatings that would cripple an ordinary human, and can survive short bursts of automatic weapons fire. Powered Heroes with high levels of this talent can even regrow severed limbs and automatically repair damage to their central nervous system.

Regenerator I: You automatically stabilize when reduced to 0 HP or fewer. You do not automatically lose additional HP each round unless injured further. You are especially robust, gaining a number of hit points equal to your Powered Hero level immediately as you select this talent. There after, you gain +1 hit point for each level of Powered Hero you obtain.
Prerequisites: CON keyed Ability Push

Regenerator II: You gain Fast Healing 1, thanks to your phenomenal metabolism and incredible natural healing gifts.
Prerequisites: Regenerator I

Regenerator III: A number of times per day equal to your CON modifier, you can instantly recover a number of Hit Points equal to your total character level. This talent cannot increase your HP beyond your full normal total. Using this ability is a move equivalent action.
Prerequisites: Regenerator II, Regenerator I.



Regenerator IV: You gain Regeneration as an Extraordinary ability. Physical damage inflicted upon you heals instantly. Energy and acid damage affects you normally.
Prerequisites: Regenerator III, Regenerator II, Regenerator I

Shooter-Type Talent Tree (short)

The Powered Hero can generate deadly energy discharge and release them from projection organs built into their hands or forearms. These natural energy bolts are as deadly as a pistol, but unlike a soldier using conventional weapons, the Powered Hero can't be disarmed and won't set off weapon detectors.

Shooter-Type I: The Powered Hero can naturally generate a blast of energy which is about as deadly as a modern handgun. This ability is usable at will as an attack action; the Powered Hero is always considered armed and proficient when firing his natural energy weapon.

The Powered can generate a blast which inflicts 1d6 points of force damage, and has a range increment of 25 ft. This natural energy weapon may be used in conjunction with ranged combat feats. The Powered Hero can use this ability at will, without needing to reload or rest.

It would take hours of constant fire to tire a Powered Hero using this ability.

If the Powered Hero has or later acquires another natural energy attack, such as a breath weapon, or the Combat Type's Genomic Weapon ability, that natural weapon inflicts an additional 1d6 points of force damage when used. Effectively, the Powered Hero uses the two talents simultaneously from that point on.

Shooter-Type Plus: The Powered Hero's natural energy blast damage increases by +1d6 points of damage each time this talent is chosen. This talent can be chosen multiple times, and its effects are cumulative.

Prerequisites: Shooter-Type I

Energy Outburst: As a standard action, the Powered Hero can unleash an omni-directional burst of energy, which inflicts damage on all creatures and objects within a 10 ft radius.

Damage inflicted is equal to the Powered Heroes' natural energy blast damage. The Powered Hero can use this ability a number of times per day equal to his Powered Hero class level.

Prerequisites: Shooter Type Plus (one selection), Shooter Type I

Stealth-Type Talent Tree (short)

Stealth-Type Powered Heroes are designed for infiltration and are custom-grown, without the inherent weaknesses common to other metahumans. Genetically and physically, they are indistinguishable from unmodified humans, a fact that allows these high-concealment metahumans to go where more obvious metahumans can't.

Stealth Type I: The Powered Hero does not register as possessing the Psionic subtype when viewed by creatures (such as members of the Challenger subspecies) or objects (such as a gene scanner) which detect psionics. If the Powered Hero is, or if he becomes, Lifechained, his Lifechained nature is hidden from other Lifespawn, and he cannot be automatically detected by other Lifespawn.

Stealth-Type II: The Powered Hero cannot be affected by predatory Lifechain abilities nor can he be affected by predatory Gene feats. The Powered Hero receives a +4 bonus on all Bluff and Disguise checks made to pass for a normal, unmodified human.

Prerequisites: Stealth-Type I, any other Powered Hero talent

Tracer Talent Tree

The Tracer Talent tree is designed to enhance a Powered Hero's senses to superhuman levels by using animal alleles and artificially implanted neural connections. Powered Heroes with the Tracer talent tree have noses keen as a bloodhound, and eyes as sharp as an eagle's.

Tracer Tree metahumans are common among the world's police forces and militaries, and often serve as elite bodyguards, bomb sniffers or drug-interdiction experts.

Tracer I: The Powered Hero receives a +4 bonus on all Spot and Listen checks, as well as all Survival checks made to follow a target's trail.

Prerequisite: WIS keyed Ability Push only

Tracer II: The Powered Hero gains *lowlight vision* and *darkvision* with a 60 ft range.

Prerequisite: Tracer I

Tracer III: The Powered Hero gains the *Scent* special quality, and can recognize familiar odors as easily as ordinary humans recognize familiar sights. The Powered Hero can use the Survival skill to track a target by scent alone.

Prerequisite: Tracer II, Tracer I

Warbody Talent Tree

The Warbody Talent Tree focuses on increasing a Powered Hero's frontline combat durability and physical strength, regardless of how these mutations affect the Powered's appearance. Warbodies are obviously inhuman, with massive frames covered in muscle and natural armor, and their faces are often alien or vaguely animalistic. Many Warbodies are products of advanced biotechnology and resemble combat cyborgs more than any natural life form.

Warbody I: The Powered Hero becomes size: Large. The Powered Hero receives a +4 size bonus on Grapple checks, but suffers a -4 size penalty on Hide checks, and a -1 size penalty to Defense. The Powered Hero's lifting and carrying limits are double those of a normal-sized human, and he or she can wield larger weapons than a medium sized counterpart.

Prerequisites: STR or CON keyed Ability Push only.

Warbody II: The Powered Hero's dense, obviously armored hide provides him with a +3 natural armor bonus to Defense.

Prerequisites: Warbody I

Warbody III: The Powered Hero becomes size: Huge. The Powered hero receives an additional +4 size bonus on Grapple checks, but suffers an additional -4 size penalty on Hide checks, and an additional -1 size penalty to Defense.

The Powered Hero's lifting and carrying limits are triple those of a normal-sized human, and he or she can wield significantly weapons than a medium sized counterpart.

Prerequisites: Warbody II, Warbody I

Warbody Plus: Your natural armor bonus to Defense increases by +2 each time this talent is chosen. You may choose this Talent multiple times, and its effects are cumulative.

Prerequisites: Warbody II, Warbody I

Changeform: You can shift between your Warbody and unmodified form at will, as a move equivalent action. If you have both Size: Large and Size: Huge Warbodies, you can shift between them and your natural from as a move equivalent action. Your clothing and armor is assumed to be specially



designed, to allow it to change sizes with you, though weapons and gear do not change size.

Prerequisite: Warbody I

Elemental: Your body is no longer ordinary flesh and blood. Instead, you are composed of a high-durability, inorganic analogue, such as living metal, organic rock or advanced polymer. You no longer need to eat, breathe or drink. You become immune to poison, stunning, subdual damage and critical hits.

Prerequisite: Warbody I



THE COMBAT TELEPORTER ADVANCED CLASS

Combat Teleporters are highly trained military psions, who have mastered the use of teleportation as an ultra lethal combat tactic. While other teleporters focus on transporting troops and material across planetary distances, Combat Teleporters focus on much shorter range, lower mass 'jaunts'.

They focus on the three foot jaunt necessary to leap behind an unsuspecting stash-house guard, and slit his throat. They focus on hurling 226 lbs of infantry in full field gear just thirty feet straight up so

that gravity finishes the job for them. They focus on teleporting all 7.2 ounces of a Marine K-Bar combat knife directly into the center of a Shell Suit's onboard fusion reactor and then teleporting clear of the ensuing detonation only a pico-second before the blast wave would incinerate them.

PROFILE OF A COMBAT TELEPORTER

Combat Teleporters are infiltrators without equal, who use their physics-warping, spatial manipulation gifts and black ops dirty tricks to take down threats that conventional soldiers would be useless against. Combat Teleporters are often deployed alone, using their Wormhole talent to suddenly appear deep behind enemy lines. Very few

defenses can keep out a Combat Teleporter assassin, as hundreds of Lifer war-criminals and primary targets have found out all too late.

Good, trustworthy human intelligence is the Combat Teleporter's best weapon. It doesn't matter if the target is protected beneath a steel mountain durable enough to stop a tac-nuke, or if she's hiding out in a fortified spacestation, if the target's location is known, a Combat Teleporter can get to them. Conversely, when dealing with enemy militaries with Combat Teleporter troops, anonymity and misdirection may be the only things that keep your command staff alive and your supply caches intact when facing a determined Combat Teleporter saboteur.

Strong and Fast heroes, especially those with a few levels of Soldier or Martial Artist make excellent Combat Teleporters.

Requirements:

To qualify to become a Combat Teleporter, a character must fulfill the following criteria.

Base Attack Bonus: +5

Skills: Knowledge: physical sciences 2 ranks, tactics 4 ranks, Move Silently 4 ranks, Tumble 4 ranks

Feats: Combat Reflexes, Dodge, Lightning Reflexes, Stealthy

Psionic Feats: Wormhole

Class Information

The following information pertains to the Combat Teleporter advanced class.

Hit Die

The Combat Teleporter gains d8 hit points per level. The character's Constitution modifier applies. Combat Teleporters are healthy as a result of hard, military training. They realize their bodies are living weapons and take appropriate care of them.

Action Points

The Combat Teleporter gains a number of action points equal to 6 + one-half of his character level, rounded down every time he attains a new level in this class.

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Incomplete Wormhole, Slipjaunt	+1	+0
2nd	+1	+0	+3	+0	Bonus Feat	+2	+0
3rd	+2	+1	+3	+1	Disorienting Jaunt 1x/day	+2	+0
4th	+3	+1	+4	+1	Evasive Jaunt, Bonus Feat	+3	+0
5th	+3	+1	+4	+1	Jaunt Lock, Disorienting Jaunt 2x/day	+4	+1
6th	+4	+2	+5	+2	Bonus Feat	+4	+1
7th	+5	+2	+5	+2	Phase Strike	+5	+1
8th	+6	+2	+6	+2	Disorienting Jaunt 3x/day	+6	+1
9th	+6	+3	+6	+3	Tactical Blink	+6	+2
10th	+7	+3	+7	+3	Spacebreaker	+7	+2

Class Skills

The Combat Teleporter's class skills are as follows.

Demolitions (INT), Disable Device (INT), Hide (DEX), Intimidate (CHA), Knowledge (physical sciences, tactics, streetwise) (INT), Listen (WIS), Move Silently (DEX), Profession (any military) (WIS), Read/Write Language, Speak Language, Spot (WIS), Tumble (DEX)

Skill Points at Each Level: 5 + INT Modifier

Bonus Feats: At 2nd, 4th and 6th level, the Combat Teleporter receives a bonus feat, which must be drawn from the following list.

Acrobatic, Action Bank, Athletic, Breach Expert, Combat Cover, Combat Cover (Improved), Combat Expertise, Combat Martial Arts, Combat Precog, Crosstrained, Decisiveness, Decorated Veteran, Defensive Martial Arts, Elite Clearance, Heroic Surge, Improved Initiative, Instinctive Defense, Mobility, Personal Firearms Proficiency, Psionic Jinx, Psi-Thief, Quick Draw, SERE Training, Teleport Trade

Incomplete Wormhole (SU): A first level Combat Teleporter receives the Incomplete Wormhole Psionic feat. If the Combat Teleporter already has this feat, he inflicts an additional +2d6 points of damage when activating the feat.

Slipjaunt (SU): When a Combat Teleporter moves, he instinctively warps physical space around him, 'jaunting' a few fractions of an inch for every few inches covered through conventional muscular power. Seeing the Combat Teleporter move is jarring, like watching a movie missing a few frames.

Each round, the Combat Teleporter can take an additional five foot step. He can choose to either use this ability to make a single '10 ft' step or make 2 five foot steps at various points on his turn.

The Combat Teleporter can also choose to grant any visible ally within 30 ft the ability to make an additional 5 ft step. The Combat Teleporter can

make this choice at any time, even on another creature's turn. Doing so is an immediate reaction. However, if the Combat Teleporter uses the ability in this way, his Slipjaunt class feature is exhausted until the end of the current encounter.

Disorienting Jaunt (SU): Once per day, a 3rd level Combat Teleporter may activate this ability, which creates a field of discordant, unstable wormholes in his immediate vicinity. For a number of rounds equal to the Combat Teleporter's class level, any Large or smaller opponent who misses the Combat Teleporter with a melee attack is teleported to the nearest open square 15 ft away from the Combat Teleporter in a randomly determined direction. If the Combat Teleporter is clever, he'll try to activate this ability on hazardous terrain- nothing warms a Combat Teleporter's heart like seeing an enemy randomly dumped off the side of a 300 ft precipice, or into the path of an incoming mag-lev.

The sudden, unexpected teleportation renders the opponent *shaken* for 1 round, unless the adversary succeeds at a DC 12 WILL Save.

Starting at 5th level, the Combat Teleporter can use this ability twice per day. He can use this ability three times per day, starting at 8th level.

Evasive Jaunt (SU): If a Combat Teleporter of 4th level or higher is exposed to any effect that normally allows a character to attempt a REF saving throw for half damage, the Infiltrator suffers no damage if he or she makes a successful saving throw and only half damage on a failed save. Evasive Jaunt can only be used when wearing light armor or no armor.

For a Combat Teleporter who does not have evasion (see the Fast hero class description), Evasive Jaunt counts as evasion (and Improved Evasion) for the purpose of meeting the prerequisites on the Fast hero's defensive talent tree.

On any successful REF Save, the Combat Teleporter may also choose to instantly teleport up to 10 ft in any direction. This ability does not count towards the Combat Teleporter's regular movement

allowance for the round. The Combat Teleporter can only teleport himself and up to 50 lbs of gear when teleporting in this manner.

Jaunt Lock (SU): A Combat Teleporter can push his body to the limits, and follow his prey through one of his random wormholes. Whenever a 5th level Combat Teleporter uses his Disorienting Jump class ability, he may choose where his opponent appears.

If the Combat Teleporter wishes, he may also teleport with his opponent to his new position, appearing in an adjacent open square. When moving in this manner, the distance traveled does not count against the Combat Teleporter's normal movement allowance. As with Evasive Jaunt, the Combat Teleporter can only use this ability when unarmored or lightly armored, and may only carry himself, his opponent and up to 50 additional lbs of mass when jaunting.

Phase Strike (SU): By teleporting a hand weapon with lethally precise timing, the Combat Teleporter can slice an enemy to ribbons without leaving a scratch on his armor. To activate this ability, a 7th level Combat Teleporter spends an action point, and the effects of this enhancement last until the end of the current encounter.

While using this ability, the Combat Teleporter treats all melee weapon attacks as *incorporeal touch attack*, which ignores the target's natural armor bonus and equipment bonuses to Defense. The Combat Teleporter may ignore a number of points of Hardness or Damage resistance equal to his INT modifier when this ability is active.

Tactical Blink (SU): At 9th level, the Combat Teleporter becomes fast enough to jaunt between bullets, and can move faster than the human mind can comprehend. Each round, as a free action, the Combat Teleporter can choose to teleport up to 20 ft in any direction, including vertically. Moving in this way does not count towards the Combat Teleporter's total movement allotment.

The Combat Teleporter must be unarmored or lightly armored to use this ability. He can only carry himself and up to 50 lbs of additional gear when using this ability.

Action Enhancement: By spending an action point, the Combat Teleporter receives a +4 deflection bonus to Defense any round he moves using Tactical Blink. This enhancement lasts until the end of the encounter, or until the Combat Teleporter chooses not to Tactically Blink in a round.

Spacebreaker (SU): A 10th level Combat Teleporter is one of the deadliest close range combatants on the planet. They have mastered their teleportational gifts to the point they may create an Incomplete Wormhole as often as once per round, as a standard action.

Each time the Combat Teleporter creates an incomplete wormhole, he also creates snags in the local space/time curvature, which he has learned to exploit. Every Incomplete Wormhole the Combat Teleporter creates imposes a -1 luck penalty on attack rolls, skill checks and saving throws upon all creatures within 60 ft of the Incomplete Wormhole.

This penalty remains in effect for 1d4 rounds, and is cumulative with itself if the Combat Teleporter opens several wormholes in a short period (maximum -5 penalty). The Combat Teleporter is not subject to this penalty, but all creatures within the area of effect, including his allies are.



THE COMBAT TYPE ADVANCED CLASS

The most well-designed and fearsome metahumans on the planet are products of multi-million dollar genetic enhancements and innovative nano-cybernetics rather than natural evolution. Combat Type soldiers are engineered for frontline service and media-marketability; these elite metahumans are the public face of the world's military. Combat Types are smart and charismatic, excellent leaders and loyal patriots capable of amazing feats.

The nano-loads injected into Combat Type recruits bring them to the peak of human physical perfection and beyond, and their system wide genetic enhancements only become more profound as the Powered ages. A veteran Combat Type can go toe-to-toe with a Zookeeper F-676 Hardsuit, shrug off rail-gun flachettes with a pained groan, and project energy blasts capable of punching through three feet of ballistic armor. More importantly, Combat Types are trained to lead, and some of the best small-unit commanders alive began their careers as Powered infantry. Combat Types are marketable, intimidating and inspiring symbols of the cause they champion.

PROFILE OF A COMBAT TYPE

Combat Types blend military excellence and meta-human talent. They are flashy, well-packaged living weapons of mass destruction. With a sleek war suit and unique, memorable call-sign, they marry the concept of a 20th century, comic book superhero with the realities of 21st century urban warfare.

Combat Types are tough, tactically smart and possessed a variety of unique metahuman abilities. It doesn't matter whether the Powered is a Psi-Watch InterOp, a Huxley Emergence Zookeeper, an APEX prime responder, a Rainbow LIBERTY militiaman, a corporate sponsored mercenary, or a Lifer or Choicer combat-volunteer, the Combat Type is well known and

widely respected as one of the world's most capable super soldiers.

The fastest path into the Combat Type Advanced Class is through the Strong Hero basic class, though other paths are possible.

The Combat Type in the Campaign

The Combat Type is a front-line combatant who excels in urban warfare, special ops and counter-terrorism. Since a Combat Type's patron nation or pseudo-nation has spent millions on training and genemods, they are valuable resources; the Combat Type class emphasizes leadership and political savvy more so than a conventional soldier and makes an excellent team leader.

Combat Types and similar classes form the bulk of the world's metahuman armies. The Combat Type class is thematically similar to other Skortched Ur/Otherverse Games advanced classes. Frontliners and Incenerators (*Psi-Watch*), Cold Bringers, Lightweavers and Gravity Slingers (*The D7ACU line*) all work alongside Combat Types and fill similar roles in the campaign setting.

Requirements:

To qualify to become a Combat Type, a character must fulfill the following criteria.

Base Attack Bonus: +5

Skills: Knowledge: tactics 8 ranks, Diplomacy 1 rank

Feats: Decorated Veteran, Elite Clearance, Personal Firearms Proficiency, either Toughness or Cyber-receptor

Special: A rookie Combat Type must be selected for system-wide genetic alterations and cyber-reconstruction by his or her patron organization; due to the expense, only the most committed, well respected and experienced soldiers are accepted into this elite program.

Class Information

The following information pertains to the Combat Type advanced class.

Hit Die

The Combat Type gains d10 hit points per level. The character's Constitution modifier applies. The first gene-mods a Combat Type receive pushes her to

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Metahuman Physique	+1	+0
2nd	+1	+2	+2	+0	Genomic Weapon, Threat Assessment	+1	+0
3rd	+2	+2	+2	+1	Bonus Feat, Squad Leader	+2	+1
4th	+3	+2	+2	+1	Directed Evolution	+2	+1
5th	+3	+3	+3	+1	Powered Commander	+3	+1
6th	+4	+3	+3	+2	Directed Evolution, Bonus Feat	+3	+2
7th	+5	+4	+4	+2	Tactical Overwatch	+4	+2
8th	+6	+4	+4	+2	Directed Evolution	+4	+2
9th	+6	+4	+4	+3	Bonus Feat	+5	+3
10th	+7	+5	+5	+3	Superhuman Paragon	+5	+3

the peak of human potential, enhancing her metabolism to Olympic levels and upping her natural healing ability.

Action Points

The Combat Type gains a number of action points equal to 6 + one-half of her character level, rounded down every time she attains a new level in this class.

Psionic

Combat Types gain the Psionic Subtype, and may freely select from Psionic Precursors and Psionic feats.

Class Skills

The Combat Type's class skills are as follows.

Climb (STR), Diplomacy (CHA), Demolitions (INT), Drive (DEX), Intimidate (CHA), Jump (STR), Knowledge (civics, current events, popular culture, tactics, technology) (INT), Listen (WIS), Navigate (INT), Profession (any military) (WIS), Read/Write Language, Speak Language, Spot (WIS), Survival (WIS), Swim (STR), Treat Injury (WIS)

Skill Points at Each Level: 5 + INT Modifier

Bonus Feats: At 3rd, 6th and 9th level, the Combat Type may select a bonus feat, which must be chosen from the following list:

Archaic Weapons Proficiency, Armor Proficiency (any), Armored Survivor, Brawl, Controlled Burst, Cleave, Combat Reflexes, Command Airstrike, Crosstrained, Decisiveness, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Heavy Weapons Specialist, Heroic Supremacy, Hope in Desperation, Improved Brawl, Improved Knockout Punch, Knockout Punch, Overcome Limitations, Penetrating Fire, Power Attack, Renown, Set the Pace, SERE Training, Spec Ops Stealth, Warrior Instinct, Warrior Prodigy, Whirlwind Attack

Metahuman Physique (EX): The Powered's first round of genetic therapies creates a stronger, more

resilient soldier. The Combat Type's metabolism is increased, reducing body fat, increasing cardiovascular endurance and pushing the Powered's reflexes into the realm of the near superhuman.

The metahuman receive a +4 bonus on FORT saves made to resist fatigue or exhaustion, as well as FORT saves made to resist suffocation, thirst or starvation, thanks to her highly efficient digestive system.

The Combat Type recovers a number of additional HP equal to her Combat Type class level per day of rest and healing, or twice this amount when under long term medical care.

The metahuman's designer mutations grants her one of the following benefits. Once chosen, the benefit cannot be changed.

- The metahuman recovers from ability damage at twice the normal rate.
- The metahuman gains darkvision with a 120 ft range.
- The metahuman gains the *scent* special quality.
- The metahuman's genetic enhancements provide her with a +4 racial bonus on any two class skills of choice.
- The metahuman can perceive 'un-encrypted' radio, television, wireless Internet (or Mesh signals in the Otherverse America setting) and cellphone signals and the like, exactly as if the character had the appropriate cybernetic implants.

Genomic Weapon (SU): The Combat Type's main weapons are the nano-cybernetic discharge nodes running the length of her arms and hands, which draw their power-supply from the metahuman's bio-electric aura. A Combat Type is a living, cybernetically enhanced weapon, capable of firing high energy blasts capable of scorching steel.

At 2nd level, a Combat Type's genomic weapon inflicts 2d6 points of either cold, electrical, fire, or force damage, chosen when this class feature

is gained. The Genomic Weapon has a range increment of 25 ft, and may be fired, at will as a standard attack action.

The Genomic Weapon can be used in conjunction with ranged combat feats. The Combat Type can fire a Genomic Weapon blast at will without reloading or resting. It would take hours of constant fire to tire a Combat Type using this ability.

The Combat Type's Genomic Weapon becomes deadlier as the Powered gains levels. For every two class levels, the weapon inflicts an additional +1d6 points of damage, to a maximum of 6d6 points of damage at 10th level.

At 4th level, and again at 8th level, the Combat Type selects one of the following enhancements, which alters the way their bio-blast functions.

- The Genomic Weapon can be 'set' to inflict subdual damage without a penalty. Changing between damage types is a standard action.
- The Genomic Weapon inflicts an additional two dice of damage, to a new maximum of 8d6 at 10th level.
- The Genomic Weapon's damage die change to d8s, rather than d6s.
- Increase range increment to 100 ft. The metahuman receives a +1 bonus on attack rolls made within the first range increment.
- The energy clings to the target like napalm, inflicting 2d6 points of additional damage per round for a number of rounds equal to the Combat Type's CON modifier unless it is washed off or somehow neutralized.
- The Genomic Weapon becomes a grenade like blast, with a 30 ft blast radius. Those caught within the blast can attempt a REF Save (DC 10 + class level + CON modifier) for half damage.

Threat Assessment (EX): Combat Types are multi-billion dollar war-machines, and are exhaustively studied by world intelligence agencies. Beginning at 2nd level, the Combat Type may add half her class level, rounded down, to all Gather Information, Knowledge: tactics and Sense Motive checks made concerning other Combat Types.



Squad Leader (EX): At 3rd level, the Combat Type gains the Squad Leader feat, even if she does not meet the prerequisites. If the Combat Type already has this feat, she receive a +2 bonus on her effective character level for the purposes of this feat.

Directed Evolution (EX): The genetic alterations that made the Combat Type more than human continue to introduce system wide improvements into her genome. At 4th level, and again at 6th and 8th level, the Combat Type receives a +2 inherent bonus to any of her ability scores.

The powered soldier can choose to improve a single score, or select different scores each time. Instead of an attribute score increase, the Powered can also choose to receive:

- Fast Healing 1
- +2 natural armor bonus to Defense
- +10 ft base land speed increase

This ability stacks with itself or with similar class abilities or feats.

Powered Commander (EX): Veteran Combat Types are well known and widely respected in the post-human underground, and even their enemies are willing to give their words and opinions the respect and attention they deserve.

Beginning at 5th level, the Combat Type receive a +2 bonus on all CHA based skill checks made against or concerning other cyborgs, metahumans and post-humans, regardless of their faction, race or the origin of their abilities.

Tactical Overwatch (EX): Combat Types are trained to watch avenues of approach, lines of sight and consider fields of fire and watch for kill zones. Starting at 7th level, the Combat Type receive a daily pool of bonus points equal to her class level plus her ranks in Knowledge: tactics.

The Combat Type may add any number of bonus points up to her class level, on any of the following checks:

Spot, Listen, Initiative Checks and REF Saves. The bonus points can also provide a morale bonus to Defense against any single ranged attack.

The Combat Type can apply the bonus after the check is rolled, but before the results of the check are announced. The Combat Type may also choose to apply the bonus to affect any ally's check. The ally must be within 30 ft of the Frontliner and able to clearly hear her to receive any benefit.

Superhuman Paragon (EX): By 10th level, the Combat Type is one of the most experienced field operatives on the planet, capable of stunning, awe inspiring feats of battlefield heroism.

Once per day, the Combat Type may add four plus her CHA modifier to her base attack bonus (minimum +5 bonus). Doing so vastly increases her combat effectiveness, the amount of BAB she can sacrifice to fuel feats like Combat Expertise as well as increasing her number of attacks. Using this ability is a free action. This enhancement lasts until the end of the encounter.

Since this 'real' increase to BAB, even if temporary, the Combat Type gains additional attacks per round when making a full attack. When using this ability, the Combat Type gains the ability to make more than four attacks per round if her BAB exceeds +20.

THE FINAL SWORD ADVANCED CLASS

The Final Sword embodies the teachings and precepts of the Culture, they are ambassadors of the sword. Final Swords accompany all Culture diplomatic missions, both as protectors and examples how the human body can evolve past all previous limits, with proper Cultural guidance. These proud, intelligent and well-educated warrior maidens are among the Culture's greatest heroes, noble. Final Swords are psionic knights who expand the Culture's dominion and dispense Culture justice.

A dozen or more Final Sword chapterhouses dot the Earth, founded by Culture soldiers stranded on Earth after some titanic battle. Each chapterhouse is autonomous and each practices its own unique sword style, which it proclaims superior to all others. The chapterhouses are united in their hatred of the 'imitation' human-founded schools. These lesser chapterhouses are often founded by human Final Swords who have achieved mastery. Though the arrogant Culture warriors mock their human cousins, they respect their 'cousins' fighting prowess and grudgingly acknowledge their human counterparts' skill and innovative techniques, and allow worthy human-trained Final Swords to wear the marks and carry the proprietary, ancestral nanotech of the Order.

THE FINAL SWORD IN THE CAMPAIGN

Final Swords are among the deadliest women in the world, nearly unbeatable melee fighters. Where many of the other Psi-Watch classes are flashy, heavy energy wielding living tanks, the Final Sword epitomizes the concept of 'quick and quiet.' She's a competent assassin and capable fighter, and by 10th level she receives more attacks



per melee round than virtually any other class. She can clear a room full of lesser enemies with ease, and is more than tough enough to tangle with more important and powerful adversaries.

With her focus on an intellectual, cultured fighting style, the Final Sword is an unusual fighter, and is probably more well rounded than many other martial artists. She knows art, culture and world

history, and can be as capable a diplomat as she is a fighter.

Requirements:

To qualify to become a Final Sword, a character must fulfill the following criteria

Base Attack Bonus: +5

Skills: Jump 4 ranks, Knowledge: tactics 4 ranks, Knowledge: art 1 rank

Feats: Combat Expertise, Combat Martial Arts, Combat Reflexes; Exotic Weapon Proficiency (katana)

Gender: Only females are allowed to begin Final Sword training. Clarke Island's "Terran Sword Dojo" is the only place on the planet males can go to receive training.

Special: A prospective Final Sword must be accepted by a Final Sword chapterhouse, and endure a grueling period of religious education, psycho-sexual conditioning, genomic alteration and martial arts training. Those who survive the Final Sword's monastic discipline must dedicate one of their allegiances towards the Culture, the chapterhouse, the Order as a whole, or their superiors within the Order.

Class Information

The following information pertains to the Final Sword advanced class.

Hit Die

The Final Sword gains d8 hit points per level. The character's Constitution modifier applies. Final Swordsmen and Swordsisters are incredibly fit, physically and mentally perfect, with lean, toned bodies they hone to a razor's edge of perfection.

Action Points

The Final Sword gains a number of action points equal to 6 + one-half of her character level, rounded down every time she attains a new level in this class.

Psionic

Final Swords gain the Psionic Subtype, and may freely select from Psionic Precursors and Psionic feats.

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+2	+0	Finality Blade , Auto-hypnosis	+1	+0
2nd	+2	+0	+3	+0	Art of the Void, Homicide Ballet	+2	+0
3rd	+3	+1	+3	+1	Bonus Feat	+2	+0
4th	+4	+1	+4	+1	Genetic Tapestry	+3	+0
5th	+5	+1	+4	+1	Choir of Order	+4	+1
6th	+6	+2	+5	+2	Bonus Feat	+4	+1
7th	+7	+2	+5	+2	Genome Rewoven	+5	+1
8th	+8	+2	+6	+2	Wisdom of the Blade	+6	+1
9th	+9	+3	+6	+3	Bonus Feat	+6	+2
10th	+10	+3	+7	+3	Artistry of the Sword	+7	+2

Class Skills

The Final Sword's class skills are as follows.

Balance (DEX), Climb (STR), Concentration (CON), Craft (visual art) (INT), Diplomacy (CHA), Escape Artist (DEX), Hide (DEX), Intimidate (CHA), Jump (STR), Knowledge (art, civics, current events, history, streetwise, tactics, theology & philosophy) (INT), Listen (WIS), Move Silently (DEX), Perform (dance, sing) (CHA), Read/Write Language, Speak Language, Spot (WIS), Swim (STR), Treat Injury (WIS), Tumble (DEX)

Skill Points at Each Level: 5 + INT Modifier

Bonus Feat: At 3rd, 6th and 9th level, the Final Sword may select a bonus feat, which must be chosen from the following list.

Action Bank, Acrobatic, Agony Field, Aligned Zealot, Anti-Ballistic Shell, Archaic Weapons Proficiency, Athletic, Battle-flex Claws, Blind-Fight, Cloudwalk Leap, Combat Precog, Contingency Planning, Dodge, Elite Clearance, Elusive Target, Improved Disarm, Improved Feint, Improved Initiative, Improved Two Weapon Fighting, Krav Maga, Meaningful Ink, Mobility, Psi-Adhesion, Sensory Expansion, Spring Attack, Streetfighting, Two Weapon Fighting, Vibratory Scan, Visual Teleportation, Weapon Finesse, Weapon Focus (Finality Blade), Whirlwind Attack

Autohypnosis (EX): The Final Sword is a strong willed psionic adept, capable of using the Concentration skill in ways that non-psychics can never imagine. By making a successful Concentration check, the Final Sword can focus her mind towards controlling her body. Check: The DC and effect depend on the task you attempt.

Resist Fear: In response to a fear effect or other mental tampering, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the effect.

Autohypnosis Task	DC
Resist Fear/Mental Tampering	15
Memorize	15
Resist Poison	Poison's DC
Will Power / Resist Stimulus	20
Death Trance	20
Awaken from Death Trance	25

Memorize: You can attempt to flash memorize a page of text or complex data, up to 250 words (or what could be comfortably printed on an 8 x 11 sheet of paper. You always retain this information subconsciously, however you can only consciously recall it with a successful Autohypnosis check.

Resist Poison: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you another saving throw with a +4 morale bonus to resist the poison's secondary damage.

Willpower: If reduced to 0 HP (disabled) you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties, you can choose not to perform the action. If you do perform the strenuous action after failing the check, you suffer 1 point of damage after completing the action, as usual.

Resist Stimulus: If *dazed* or *nauseated* by a flashbang or similar device, you may attempt a Autohypnosis check to ignore the penalties. You may attempt to reduce the circumstance penalties associated with unpleasant physical sensations, such as tear gas or the effects of a flash bang grenade. Success indicates you overcome the effects of the device.

Death Trance: With a successful Autohypnosis check, you can slow your heartbeat and respiration to undetectable levels. You specify the length of the

trance when activating this power, which you can maintain for a number of hours equal to your WIS modifier. While entranced, you are considered stable, and require virtually no oxygen to survive (though you cannot survive hard vacuum). Awakening early from a Death Trance requires a DC 25 Autohypnosis check, which can be attempted once per round.

Try again? For resist fear, resist stimulus, death trance and memorization you can make a check once per round. You can't try again to tolerate a poison. You can't try again in the same round for will power.

Special: You can take 10 on an Autohypnosis (Concentration) check, but you can't take 20. Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

Note: This modification to the Autohypnosis skill replaces the psionic skill rules found in chapter nine of the *D20 Modern* campaign setting.

Finality Blade (EX): The lucky and noble few who survive the Order's *dojos* are allowed to wield the gleaming, lethal swords that are the Order's badges of honor. A neophyte Final Sword is allowed to slit her wrists and open gashes in her palm, and plunge her hands into the burning cauldron which holds her chapterhouse's ancestral nano-colony, a machine life form that remembers the glory of the long-lost Culture homestar.

Sentient liquid metal flows into the young Final Sword's wounds, healing her wounds in a moment of burning agony, transforming her body and linking her to all other Final Swordsisters. Once the ceremony is over, the Final Sword is a member of an order of martial artists older than any human civilization.

Intricate nano-tech tattoos cover the Final Sword's hands and forearms, and complex, maze-like line work covers her cheeks and forehead.



These tattoos are the deep crimson of old blood; only the eldest and most respected Final Swords are allowed to display burnished golden nano-tattoos.

The nano-tech in the Final Sword's bloodstream allows her to manifest her deadly Finality Blade at will. Manifesting or dismissing the Finality

Blade is a move equivalent action, which does not provoke attacks of opportunity.

Sword may add half her class level (rounded down) as a morale bonus on all Tumble and Perform (dance) checks.

Final Sword Level	Finality Blade Damage (slashing)	Finality Blade Critical Range
1-2	2d6	19-20/ x2
3-4	2d6 +2	19-20/ x2
5-6	3d6 +3	19-20/ x2
7-8	3d6 +4	18-20/ x2
9-10	4d6 +4	18-20/ x3

The Finality Blade cannot be wielded by anyone other than its designated owner; if touched by another's hands, it dissolves into a splash of liquid metal. If the Final Sword is ever disarmed, or has her weapon sundered, she can immediately manifest another blade. The nano-tech katana's lethality improves as the Final Sword gains confidence and masters the Order's lethal *katas*.

Art of the Void (EX): The Final Sword ethos finds beauty in battle, perfection in murder. Their culture prizes artistry and appreciation for beauty; the Final Sword are an erudite cabal of assassins.

Beginning at 2nd level, the Final Sword gains a daily pool of bonus points equal to her ranks in Knowledge: art plus her Final Sword class level. The Final Sword may add any number of bonus points up to her class level, on any of the following checks:

Balance, Jump, Tumble, Initiative checks and REF saves. The bonus points can also provide a morale bonus to Defense against any single ranged attack.

The Final Sword can apply the bonus after the check is rolled, but before the results of the check are announced.

Homicide Ballet (EX): A Final Sword is beautiful, but hers is the beauty of a naked blade, beautiful but killingly sharp. Beginning at 2nd level, the Final

Genetic Tapestry (EX): The nano-colony living inside a Final Sword slowly changes her, eliminating human flaws and weaknesses, optimizing grace and muscular performance.

At 4th level, the Final Sword receive a permanent +10 ft increase to her base land speed and a +2 bonus on all Jump and Tumble checks. The speed increase stacks with speed increases from other sources, such as Fast Hero class levels.

Choir of Order (SU): During her 5th level, a Final Sword's mind finally touches the vast reserves of Culture memories and raw data hidden inside her onboard nanotechnology; her connection to her Swordsisters deepens, forming a nearly unbreakable radio-telepathic link. The Final Sword hears the constant, comforting song of the Order's disciplined minds.

The Final Sword can communicate silently with any other Final Sword within 60 ft, so long as no air-tight barriers separate them. If multiple Final Swords work in concert, no Final Sword within 60 ft is ever considered flanked or flat-footed unless they all are. The

Final Sword receives a cumulative +1 morale bonus on WILL saves (maximum +10) for each member of the Order within 60 ft.

Genome Rewoven (EX): The Final Sword's body wide genetic and anatomical changes continue. At 7th level, she undergoes a personal metamorphoses. Her biological processes are streamlined and optimized.

The Final Sword no longer needs to sleep, and can recover a day's worth of hit points with only 6-8 hours of rest or light activity. Spell casting Final Swords still require 8 hours of rest or meditation to regain spells.

A Final Sword requires only half the food and water of a comparably sized humanoid. She receives a +2 bonus on FORT saves made to resist starvation/thirst and environmental conditions, and becomes completely immune to all Ingested toxins and drugs.

A 7th level Final Sword’s nanotech tattoos are flecked with golden detailing and random golden spots. These golden discolorations are badges of honor, and a veteran Final Sword is respected and influential within the Order. She receives a +2 bonus on Diplomacy, Gather Information and Intimidate checks made against lower ranking members of the Order.

Wisdom of the Blade (SU): When threatened, the Final Sword’s muscle reflexes take over, allowing her to respond to threats even before her brain processes the threat. She can move agilely enough to deflect bullets with her ancestral blade, and respond to unexpected threats with stunning grace and efficiency.

When wielding her Finality Blade, the Final Sword adds her WIS modifier as a dodge bonus to her Defense score. If she is paralyzed or otherwise helpless, she loses this bonus to Defense.

An 8th level Final Sword is never considered flat-footed.

Artistry of the Sword (EX): By meditating on the great art of the Order’s most venerated sword-mistresses, a 10th level Final Sword achieves the perfection all members of the Order seek. She becomes one with her blade, reaching a zen like calm that allows her to perform incredible feats of swordsmanship.

When making a full attack using her Finality Blade, the Final Sword’s knowledge of art and high culture combine with her lessons in fencing and swordplay, making her one of the deadliest blade-mistresses within the Order. While using the full attack option, the Final Sword receive an additional

attack (or attacks) at her full base attack bonus, based upon the time and skill ranks she’s invested learning the order’s artistic heritage. The Final Sword’s additional attacks are based upon her ranks in Knowledge: art, as shown on the table below.

Ranks in Knowledge: Art	Additional Attacks with Finality Blade
2 ranks - 9 ranks	One
10 ranks - 14 ranks	Two
15 or more ranks	Three

A 10th level Final Sword’s nanotech tattoos are flooded with liquid gold. These golden decorations are indications of the Sword’s mastery of the Order’s percepts. A Final Sword bearing these golden tattoos is a master of the Order’s martial arts, able to train students of her own, and allowed to begin her own chapterhouse.

She is a recognized leader within the Order of the Final Sword, and a her bonus to Diplomacy, Gather Information and Intimidate checks made against lower ranking members of the Order increases to +4.

THE FRONTLINER

ADVANCED CLASS

The first generation of Frontliners served in the jungles of Vietnam, working in isolated one and two man elements deep behind enemy lines. While conventional forces failed and died, Frontliner prototypes succeeded, single handedly winning the battles history never recorded. As the 1960s turned into the 1970s, the government fielded more and more Frontliner super soldiers, perfecting the process that created these elite heavy weapons experts.

Frontliner technology is crude compared to other bio-enhancement techniques. Frontliners are peak human soldiers, but while they lack the 'flash' of other psionic operatives, they are incredibly powerful and efficient fighters. Frontliners are equally effective as the center of a well-disciplined strike force, or working as a lone guerilla fighter far from extraction or support.

Neurosurgery, steroid treatments and the controlled introduction of Culture and Neon DNA transform ordinary soldiers into elite super-killers. The Frontliner technology is proven tech at it's finest: cheap, easily improved and relatively safe for widespread use. Frontliners make up the most numerous of Psi-Watch's post human infantry troops. Since the Frontliner enhancement tech is so cheap, the enhancement regimen is as common among third world nations as among first, and Frontliner terrorists are common and extraordinarily deadly.



THE FRONTLINER IN THE CAMPAIGN

Simply put, the Frontliner is the world's best infantry soldier. Capable of surviving incredible punishment and returning it in kind, the Frontliner is usually a combat squad's heavy weapons expert. They can carry incredible loads, and wear heavy armor without complaint, and like nothing better than to feel a .50 cal belt-fed chaingun humming and kicking in their hands.

Frontliners are incredibly tough, and have artificially activated psychic gifts which allow them to enhance their already impressive abilities even further. Choosing the right moment to enter a battle

trance or use another combat-focusing talent can turn the tide in any engagement. Unlike other ‘berserker’ characters who enter a rage state, the Frontliner remains calm and in control. The name of the game is ‘controlled carnage’ and state of the art tactics backed up by equally state of the art firepower.

Their focus on the battlefield means Frontliners are almost useless in investigatory or diplomatic scenarios, and with their pitifully few skill ranks per level, few ever bother to pick up the cross-class skills necessary for versatility. Like Incenerators, Frontliners are a tightly combat focused class, perfect for players who want to imitate the ‘big guns and tiny pouches’ aesthetic of early Image comics, particularly Rob Liefeld’s creations.

Requirements:

To qualify to become a Frontliner, a character must fulfill the following criteria.

Base Attack Bonus: +5

Skills: Knowledge: tactics 4 ranks, Spot 1 rank

Feats: Heavy Armor Proficiency, Toughness, Elite Clearance, Advanced Firearms Proficiency

Special: The Frontliner must have declared at least one of his allegiances towards his patron nation, government. The Frontliner can also dedicate his

allegiances to his unit or the men and women in his strike team.

Class Information

The following information pertains to the Frontliner advanced class.

Hit Die

The Frontliner gains d12 hit points per level. The character’s Constitution modifier applies. Frontliners are one of the few D20 Modern advanced classes with a D12 hit die, reflecting the sheer bulk and inhuman toughness of these genetically enhanced super soldiers.

Action Points

The Frontliner gains a number of action points equal to 6 + one-half of his character level, rounded down every time he attains a new level in this class.

Psionic

Frontliners gain the Psionic Subtype, and may freely select from Psionic Precursors and Psionic feats.

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+1	+0	Feedback Mask , Psychofeedback Armored Survivor	+1	+0
2nd	+1	+3	+2	+0	Bonus Feat	+1	+0
3rd	+2	+3	+2	+1	Combat Run	+2	+0
4th	+3	+4	+2	+1	Bonus Feat	+2	+0
5th	+3	+4	+3	+1	Tactical Overwatch or Indomitable	+3	+1
6th	+4	+5	+3	+2	Bonus Feat	+3	+1
7th	+5	+5	+4	+2	Bloodrush	+4	+1
8th	+6	+6	+4	+2	Bonus Feat	+4	+1
9th	+6	+6	+4	+3	Headlong	+5	+2
10th	+7	+7	+5	+3	Feedback Defense	+5	+2

Class Skills

The Frontliner's class skills are as follows.

Climb (STR), Demolitions (INT), Drive (DEX), Hide (DEX), Intimidate (CHA), Jump (STR), Knowledge (current events, history, tactics) (INT), Listen (WIS), Navigate (INT), Profession (military or law enforcement) (WIS), Read/Write Language, Speak Language, Repair (INT), Spot (WIS), Survival (WIS), Swim (STR)

Skill Points at Each Level: 4+ INT Modifier

Bonus Feats: At 2nd, 4th, 6th and 8th level, the Frontliner can select a bonus feat, which must be chosen from the following list.

Alertness, Anti-Psi Broadcast, Anti Tank Warfare, Battle-Flex Claws, Breach Expert, Blind Fight, Body Hardening Defense, Brawl, Censored History, Cold Steel Hunter, Combat Excellence, Combat Reflexes, Contingency Planning, Controlled Burst, Decorated Veteran, Dead Aim, Drive by Attack, Feedback Agility, Frightful Presence, Heavy Caliber Knockback, Heroic Surge, Improved Damage Threshold, Iron Will, Knockout Punch, Night Fighter, Psi-Bolt, Psionic Jinx, Psychic Lockdown, Point Blank Shot, Quick Draw, Quick Reload, Shoot out the Lights, Shot on the Run, Skyfall, Spec Ops Stealth, Telekinetic Aim, Telekinetic Strength, Toughness, Two Weapon Fighting, Urban Warfighter, Weapon Focus

Armored Survivor (EX): A Frontliner can fight and move comfortably in even the heaviest armor, and their early training emphasizes comfort in the super-heavy, custom designed armored body-webs they are issued.

At 1st level, the Frontliner receives the Armored Survivor feat, even if he doesn't meet the prerequisites.

Feedback Mask (SU): Frontliner training and technology incorporates psycho-feedback meditations stolen from the Culture, short acting "RNA-flood" genetic sequencing and cutting edge military

training techniques all in an effort to breed the perfect soldier. The Frontliner can enter a battle trance, undergoing profound physical and emotional changes, the outward manifestation of which is the 'feedback mask'.

The feedback mask is a unique and colorful pattern of facial markings, which cover most of the Frontliner's face, neck and skull. When the Frontliner pushes his powers to their limits, the feedback mask appears, with tattoo like facial markings oozing through the skin like slick, iridescent liquid. As the mask appears, the Frontliner's pupils vanish, replaced by an intimidating blank or silver metallic lens.

The feedback mask automatically appears when the Frontliner uses any psionic talents.

Indomitable (SU): The Frontliner can take massive amounts of punishment, withstanding injuries that severe enough to kill a platoon full of ordinary soldiers. Self-sealing skin and fast coagulating blood, pain suppression and adrenal modifications work in concert to keep a wounded Frontliner alive even after taking a full clip to chest.

The Frontliner remains conscious and can act normally when reduced to negative hit points; an ordinary person is crippled, and can only take a single move action or standard action per round. Strenuous activity still causes the Frontliner to suffer additional damage, losing -1 HP per round. A Frontliner can allow himself to fall unconscious if he believes doing so will help him survive.

Instead of dying when he reaches negative hit points, the Frontliner's 'near death' window is expanded. A Frontliner remains alive until he reaches negative (10 + his Frontliner class level). For example, a 4th level Frontliner would die when he reached -14 HP.

Psychofeedback (SU): The Frontliner can enter a battle trance, a technically enhanced version of the bear-shirt rage which gripped Norse warriors of old. When in battle-trance, the Frontliner's actions



become automatic, and lethally efficient. Fear, pain and distraction vanish, and only cold purpose and a need to accomplish the mission remain.

A number of times per day equal to one plus his CON modifier (minimum twice daily), the Frontliner can enter a battle-trance. The psychofeedback trance lasts for a number of rounds equal to three rounds plus your (newly enhanced CON modifier). Once the battle trance ends, the Frontliner is *fatigued* for the duration of the encounter. The Frontliner may voluntarily end the battle-trance at any time.

While in the battle trance, you receive a +2 morale bonus on STR and CON, and become immune to fear effects, the sickened and nauseated conditions. The temporary increase to your CON score grants the Frontliner +1 HP per character level. These temporary HP are lost when the battle trance and the Frontliner's CON score returns to normal.

When the battle trance begins, the soldier receives a pool of bonus points equal to his Frontliner class level plus his ranks in Knowledge: tactics. These bonus points may be spent to improve the results of any ranged attack or damage roll. Bonus points may be spent after the die is rolled, but before the results of the roll are declared, in any amount the Frontliner wishes to expend. Unused bonus points are lost when the battle trance ends.

While in the battle-trance, the Frontliner cannot use any INT, CHA or DEX based skill (with the exception of Balance, Demolitions Escape Artist, and Intimidate). While entranced, the Frontliner cannot speak, nor use any abilities requiring concentration, which includes casting spells or activating psi-talents.

Control Programming: Frontliners cannot attack anyone wearing the uniform or insignia of their patron nation/government or ethos while in the battle-trance, but can defend themselves normally if attacked.

Combat Run (EX): The Frontliner is trained to run and fight carrying a backbreaking load. The typical Frontliner carries more gear than any two Marine Corps S.A.W. gunners, and despite that can perform athletic feats that would put most marital artists to shame.

The Frontliner can run and charge at full speed, regardless of encumbrance or armor. The Frontliner treats the armor check or encumbrance penalty of any armor he wears as being –2 points fewer, down to a minimum armor check penalty of –0.

Tactical Overwatch (EX): Frontliners are trained to watch avenues of approach, lines of sight and consider fields of fire and watch for kill zones. Starting at 5th level, the Frontliner receives a daily pool of bonus points equal to his class level plus his ranks in Knowledge: tactics. The Frontliner may add any number of bonus points up to his class level, on any of the following checks:

Spot, Initiative Checks and REF Saves. The bonus points can also provide a morale bonus to Defense against any single ranged attack.

The Frontliner can apply the bonus after the check is rolled, but before the results of the check are announced. The Frontliner may also choose to apply the bonus to affect any ally's check. The ally must be within 30 ft of the Frontliner and able to clearly hear him to receive any benefit.

Blood Rush (SU): The Frontliner's body has streamlined its processes to the point where the Frontliner can use his bio-feedback abilities to take conscious control over his autonomous functions. A number of times per day equal to one plus his CON modifier (minimum twice daily), the Frontliner can focus his will and initiate a Blood Rush.

Activating a Blood Rush is a free action, and a timely Blood Rush can be a lifesaving event. When the Frontliner activates the Blood Rush, he can choose any one of the following effects, some of which are instantaneous effects, others which have lingering Benefits.

- Instantly recover 1d8 Hit Points, up to the Frontliner's maximum hitpoint total
- Instantly recover from the *sickened*, *nauseated*, *fatigued* or *exhausted* conditions
- +2 natural armor bonus to Defense; duration: 3 + CON modifier rounds
- +2 morale bonus to DEX; duration: 3 + CON modifier rounds
- +10 ft base land speed increase; duration 3 + CON modifier rounds

Headlong (EX): A Frontliner's combat tactics emphasize speed, maneuverability and blitzkrieg raids. The Frontliner is a highly mobile, extraordinarily courageous warrior, whose unexpected assaults catch the enemy by surprise.

Frontliners can charge and attack with a firearm or other ranged weapon. When attacking at the end of the charge, the Frontliner receives a +2 bonus on the ranged attack roll, and inflicts an additional die of damage. Despite the seeming recklessness of the tactic, the Frontliner does not suffer any penalty to Defense when charging.

Feedback Defense (SU): At 10th level, the Frontliner's control over his body and mind reaches the point where he can project his will as an unbreakable psionic shield. This faintly luminous bio-electric aura hums faintly, and despite its seeming fragility, this psi-shield can withstand bullets, grenades, energy weapons and can keep the Frontliner alive even in the most intense firefight.

A number of times per day equal to his WIS modifier (minimum once daily), the Front Liner can concentrate and summon a psionic force-field as a standard action. This forcefield is a force effect, which can stop force based attacks in their tracks, and provides a +8 deflection bonus to Defense.

While the field is active, the Frontliner becomes immune to electricity damage, and receives a +4 circumstance bonus on FORT saves made to resist airborne toxins, thanks to the forcefield's semi-permeable nature.

Once activated, the forcefield remains in effect for a number of rounds equal to the Frontliner's ranks in Knowledge: tactics. The Frontliner can also discharge the forcefield to resist an otherwise lethal assault.

If hit by an attack that successfully beats his enhanced Defense score, or subject to an area effect attack, the Frontliner can discharge the field. Doing so ends the forcefield's protection immediately, but the Frontliner takes no damage from that particular attack. The Frontliner must choose to use this tactic prior to determining how much damage the attack will inflict.

THE INCINERATOR ADVANCED CLASS

All psions are living weapons, but few are as focused on killing as an Incenerator. Incenerators run the gamut from dangerous children whose barely controlled, lethal internal energies emerge as puberty begins to highly trained, decorated military officers enhanced with alien genetic material and advanced cybernetic energy weapons.

The technology behind the Incenerators dates back to beginning of the Cold War; these powerful psions lack subtlety and precision, but no one can question their dominance on the battlefield. More maneuverable than an Apache, and carrying more firepower than an entire carrier air wing, a single Incenerator can turn the tide of battle. Using (and improving upon) the genetic and surgical techniques pioneered at Area 51, Incenerators hailing from the former Soviet Union and the current European Union are warriors to be feared. Terror cells from across the planet, from Basque separatists in Spain to Islamic cells in the Philippines have hired or force-grown their own living weapons.

The fastest path into the Incenerator Advanced class is through the Strong Hero Basic Class, though other paths are possible. Most Incenerators are military veterans who volunteer for experimental procedures to increase their battlefield effectiveness.

The Incenerator in the Campaign

The Incenerator is the team's big gun at low levels and he's the team's portable nuke at high levels. Using their speed and raw firepower, Incenerators are usually the first person into the fray, unleashing a high-energy hell to soften up the opposition. Once combat begins, they're limited by the fact their deadly energy blasts don't discriminate between friend and foe.

High level, flight capable Incenerators make excellent air support and force recon scouts, and the best place they can be during a battle is straight up, just at the outer limit of their energy blasts. Touching down is usually suicide, since Incenerators have relatively few defenses or advanced combat training, so most Incenerators are smart enough to stay airborne and relatively safe.

Requirements:

To qualify to become an Incenerator, a character must fulfill the following criteria.

Base Attack Bonus: +4

Skills: Knowledge: tactics 6 ranks

Feats: Dodge, Mobility, Iron Will

Class Information

The following information pertains to the Incenerator advanced class.

Hit Die

The Incenerator gains d6 hit points per level. The character's Constitution modifier applies. Despite the vast energy at their disposal, Incenerators are mortal, vulnerable humans.

Action Points

The Incenerator gains a number of action points equal to 6 + one-half of his character level, rounded down every time he attains a new level in this class.



Psionic

Incenerators gain the Psionic Subtype, and may freely select from Psionic Precursors and Psionic feats.

Class Skills

The Incenerator's class skills are as follows.

Bluff (CHA), Computer Use (INT), Craft (visual arts) (INT), Demolitions (INT), Disable Device (INT), Disguise (CHA), Drive (DEX), Gather Information (CHA), Hide (DEX), Jump (STR), Knowledge (current events, earth & life sciences, history, popular culture, streetwise, tactics, technology) (INT), Move Silently (DEX), Pilot (DEX), Read/Write Language, Search (WIS), Sense Motive (WIS), Sleight of Hand (DEX), Speak Language, Spot (WIS), Survival (WIS)

Skill Points at Each Level: 5 + INT Modifier

Bonus Feats: At 2nd, 4th, 6th and 8th level, the Incenerator can select a bonus feat, which must be chosen from the following list:

Acrobatic, Armor Proficiency (any), Athletic, Anti-Tank Warfare, Armored Survivor, Audacity, Censored History, Controlled Burst, Contingency Planning, Combat Reflexes, Dead Aim, Dodge, Drive By Attack, Ectoplasmic Barrier, Ectoplasmic Cocoon, Elite Clearance, Elusive Target, Full Autofire, Heavy Weapons Specialist, Improved Initiative, Lightning Reflexes, Point Blank Shot, Power Attack, Psi-Bolt, Psi-Grenade, Sensory Expansion, Smoke Eater, Spec Ops Stealth, Shot on the Run, Toughness, Urban Warfighter, Wormhole

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Plasma Strike, Energy Immunity	+1	+1
2nd	+1	+0	+2	+2	Starburn ; Bonus Feat	+1	+1
3rd	+1	+1	+2	+2	Combat Pyrokinesis, Thermal Scan	+2	+1
4th	+2	+1	+2	+2	Bonus Feat	+2	+2
5th	+2	+1	+3	+3	Plasma Crash	+3	+2
6th	+3	+2	+3	+3	Bonus Feat	+3	+2
7th	+3	+2	+4	+4	Tactical Pyrokinesis ; Flight Speed 40 ft (average)	+4	+3
8th	+4	+2	+4	+4	Bonus Feat	+4	+3
9th	+4	+3	+4	+4	Nuclear Metamorphosis	+5	+3
10th	+5	+3	+5	+5	Living WMD ; Flight Speed 60 ft (average)	+5	+4

Energy Immunity (SU): The Incenerator is completely immune to either electricity or fire based attacks and environmental conditions. The Incenerator is immune to the same type of energy he or she projects.

Plasma Strike (SU): The Incenerator's body stores an nearly endless supply of deadly energy and lethal radiation. The Incenerator can unleash deadly bolts of energy, which only become more lethal as the Incenerator ages. The Incenerator's visual signature and projection effects are as unique as a fingerprint, and always visually spectacular.

As an attack action, the Incenerator can unleash a deadly beam of stellar fury. This plasma burst inflicts either electrical or fire damage, chosen when the Incenerator takes his first level in this class. Once chosen, the Incenerator's energy type cannot be changed.

The Incenerator's plasma strike is a ranged attack with a 30 ft range increment. The Incenerator's energy blasts inflict 1d6+1 points of energy damage per two character levels (to a maximum of 5d6+5 points of damage at 10th level. The Incenerator can use this ability at will, as an

attack action. The Incenerator's energy blast threatens a critical hit on a natural 20 and inflicts double damage.

Starburn (SU): The Incenerator can glow as brilliantly as the noonday sun, thanks to internal nuclear reactions. The Incenerator can cast produce bright illumination in a 30 ft radius, and shadowy illumination out to a 100 ft radius at will.

Action Enhancement: The Incenerator may choose to spend an action point to create a blinding flash of brilliant energy. If the Incenerator chooses to spend an action point, she can create a blinding, disorienting flash rather instead of a harmless radiance. Any sighted creature within 60 ft of the Incenerator must make a FORT save (DC 12 + the Incenerator's class level + her CON modifier) or be blinded for 2d6 rounds.

Thermal Scan (EX): An Incenerator's optic nerves are adapted to spot minute differences in temperature variation. The Incenerator gains darkvision with a 60 ft range, and can naturally see *invisible* creatures, assuming they have a higher temperature than the surrounding environment.

Invisible creatures without easily detectable body heat (*such as a reptilian foe, undead or some robots*) are harder to detect, and even when using his thermal scan to detect them, the Incenerator suffers a 50% miss chance, as if the creature had total concealment.

This penalty also applies if the Incenerator attempts to use his thermal scan in an extremely hot environment, where he cannot perceive human body heat (*such as a burning building, blistering desert, tropical jungle*).

Combat Pyrokinesis (EX): As Incenerators gain combat experience, they become adept at using their lethal energy blasts in new ways. At 3rd level, the Incenerator can choose any one of the following benefits, which apply when he attacks using his innate energy blasts. These class abilities stack with similar abilities gained from feats or other multi-class talents.

- *Combat Focus:* Incenerator receives a +1 on attack and damage rolls with a Plasma Strike
- *Focused Critical:* Plasma Strike inflicts triple (3x) damage on a critical hit.
- *Improved Critical:* Plasma Strike threatens a Critical Hit on a 19-20.
- *Longshot Sniper:* Plasma Strike's range increment becomes 50 ft.

Plasma Crash (EX): With a scream of rage and ecstasy at the chance to unleash the full force of your powers, you unleash a wall of deadly energy which moves as fast and burns as hot as a solar flare.

Once per day per point of your CON modifier (minimum once daily), you may project a wall of lethal energy. The firewall slams into a number of opponents equal to your CON modifier, none of which can be more than 30 ft apart, and inflicts 1d8+1 points of energy damage per class level, to a maximum of 10d8+10 points of energy damage at 10th level.



Targeted opponents may attempt a REF save (DC 10 + your Incenerator class level + your CON modifier) for half damage.

Action Enhancement: By spending an action point in conjunction with this power, you may target a single enemy, burning a single adversary down to bare bones, boiling flesh and vaporizing blood. By making a ranged touch attack against a

target, you effectively use your energy to inflict a *coup de grace* against the target. Even if the target succeeds at a FORT save (DC 10 + your Incenerator class level + your CON modifier) he or she still suffers massive damage from your Plasma Crash, and might well die from burns or electrocution.

Tactical Pyrokinesis (EX): A 7th level Incenerator can push their energy manipulation abilities to the limit. The Incenerator can select one of the following benefits, which enhance his Plasma Strike ability.

- *Homing Energy:* When attacking an opponent behind cover with the Plasma Blast, the Plasma Strike treats the target's cover as being one 'step' poorer than it actually is.
- *Multiple Targeting:* The Plasma Strike can affect multiple targets per blast, equal to one plus the Incenerator's CON modifier (minimum two targets), no two can be more than 10 ft apart.
- *Splash Damage:* When the Plasma Strike hits a target, any creature in an adjacent square suffers half damage. "Splashed" targets can attempt a DC 12 REF save for no damage.

Nuclear Metamorphosis (SU): The Incenerator's biological functions resemble the life cycle of a main-sequence star far more than they resemble normal mammalian metabolism.

The Incenerator becomes immune to radiation, suffocation and requires no atmosphere to survive. The Incenerator can survive indefinitely in space, and can easily withstand the stresses of re-entry.

The Incenerator is not only immune to his chosen energy type, he recovers hit points on a 1-for-1 basis when exposed to a fire or electricity based attack. Excess hit points are gained as temporary HP, and are lost first when the

Incenerator is damaged. Excess hit points fade in a number of minutes equal to the Incenerator's CON modifier.

Living WMD (SU): An Incenerator can unleash a devastating surge of energy, a biological tactical nuclear warhead. A properly motivated Incenerator can vaporize city blocks.

Once per day, an Incenerator can erupt with a deadly a devastating, spherical burst of energy. This nearly nuclear detonation inflicts at least 20d6+20 points of energy damage, and affects everything within a 100 ft radius. Those caught in the blast radius can attempt a REF save (DC 20 + the Incenerator's CON modifier) for half damage.

Unleashing a pseudo-nuclear detonation is a standard action.

Action Enhancement: By spending an action point (or multiple action points) during the detonation, the Incenerator can increase his megatonnage exponentially.

Each action point increases the blast's potential damage by 5d6+5, and increases the radius by +20 ft. There is no limit to the number of action points the Incenerator can spend to increase his destructive potential.

However, even an enhanced human body has its limits. Each action point spent to enhance the blast's destructiveness inflicts 1d4 points of temporary CON damage on the Incenerator, as their bodies strain to control their energies. If the damage would kill the Incenerator, he is vaporized in the detonation.

INCENERATOR CLASS VARIANTS

Incinerators are usually military heroes, but not always. Psionically gifted children might spontaneously develop Incinerator talents. And while most Incinerators wield fire or lightning, a handful wield more exotic energy types.

CHILD INCENERATOR

The gamemaster may waive many (if not all) of the Incinerator's requirements to allow a young adult or child character to play a newly empowered, and hotly recruited mutant heroine. In this case, since the young Incinerator lacks the advanced training of her older counterpart. He or she cannot select military-related bonus feats, and may select only general feats described in D20 Modern and Psionic feats as class based bonus feats.

The Child Incinerator's class requirements become:

Feats: Pyrokinetic Ignition, Iron Will

Special: The Child Incinerator must be in the young adult age category or younger.

EXOTIC ENERGY INCENERATOR

Typical Incinerators focus on raw damage output and spectacular energy discharges. Fire and electricity are the most formidable choices for energy manipulators, but players wanting a more exotic Incinerator can simply add the following energy to the list of choices for their Plasma Strike ability and immunity:

Acid, Force and Sonic/Concussion

These energy choices are sub-optimal in terms of raw damage, and deal one die 'step' less damage. Plasma Strikes and nuclear detonations hit with for 1d4+1 points of damage at first level, and though they improve at the same rate as a standard Incinerator's abilities, the variant Incinerator's powers always inflict d4s, while their Plasma Crash ability inflicts d6s, rather than d8s.



Though variant Incinerators deal less 'raw' damage, fewer creatures are resistant or immune to these unusual energy forms. As always, once an Incinerator chooses an energy type, it cannot be changed.

THE MIND REAPER ADVANCED CLASS

Focus your will, call your glimmering psi-blade into existence with a single murderous thought. You are the ultimate assassin, a warrior who can imagine the only weapon he will ever need. You can pass undetected through a President's security cordon and disregard a billionaire's metal detectors, and even though your hands are empty, you are never, ever unarmed.

Mind Reapers are highly motivated, expertly trained mentats, who focus their natural psionic talents towards stealth and melee combat. Mind Reapers are highly sought corporate operatives and black ops specialists. Many Mind Reapers were the product of Cold War era cybernetics implantation and breeding experiments designed to unlock human potential. Others are products of secretive martial arts dojos, using secrets handed down from master to student for generations.

Modern Mind Reapers hail from across the world, as former government operatives share their secrets with developing nations, wealthy private corporations and extremist groups across the globe. The world gets more dangerous every day, thanks to the presence of these undetectable telepathic assassins.

The fastest path to the Mind Reaper advanced class is through the Strong Hero basic class, though other paths are possible. Fast and Dedicated heroes can meet the entry requirements nearly as quickly, and bring a unique set of skills to the class.



Requirements:

To qualify to become a Mind Reaper, a character must fulfill the following criteria.

Base Attack Bonus: +3

Skills: Concentration 2 ranks, Knowledge: tactics 4 ranks

Feats: Focused, Combat Martial Arts, either Lightning Reflexes or Dodge

Class Information

The following information pertains to the Mind Reaper advanced class.

Hit Die

The Mind Reaper gains d8 hit points per level. The character's Constitution modifier applies. Mind Reapers are brave warriors capable of withstanding massive amounts of pain.

Action Points

The Mind Reaper gains a number of action points equal to 5 + one-half of his character level, rounded down every time he attains a new level in this class.

Psionic

Mind Reapers gain the Psionic Subtype, and may freely select from Psionic Precursors and Psionic feats.

Class Skills

The Mind Reaper's class skills are as follows.

Balance (DEX), Climb (STR), Concentration (WIS), Disguise (CHA), Drive (DEX), Escape Artist (DEX), Gamble (WIS), Gather Information (CHA), Hide (DEX), Knowledge (arcane lore, behavioral sciences, popular culture, streetwise, tactics) (INT), Listen (WIS), Move Silently (DEX), Sense Motive (WIS), Speak Language, Sleight of Hand (DEX), Spot (WIS), Tumble (DEX)

Skill Points at Each Level: 5 + INT Modifier

Bonus Feats: At 4th, 6th, and 9th level, the Mind Reaper receives a bonus feat, which must be chosen from the following list. The Mind Reaper is a combat expert whose feat choices help define his fighting style.

Acupuncture, Acrobatic, Advanced Two Weapon Fighting, Agile Riposte, Animal Affinity, Animalistic Mindlink, Animalistic Mutations, Archaic Weapon Proficiency, Blind Fight, Body Hardening Defense, Brawl, Censored History, Combat Expertise, Combat Precog, Combat Throw, Defensive Martial Arts, Dodge, Elusive Target, Elite Clearance, Improved Initiative, Improved Two Weapon Fighting, Jujitsu, Mobility, Personal Firearms Profi-

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+1	+1	Autohypnosis, Telekine Blades	+1	+0
2nd	+2	+0	+2	+2	Tactical Psi-link	+2	+0
3rd	+3	+1	+2	+2	Overload Blades	+2	+0
4th	+4	+1	+2	+2	Combat Prodigy; Bonus Feat	+3	+0
5th	+5	+1	+3	+3	Unlimited Length Blades; Dual Blades	+4	+1
6th	+6	+2	+3	+3	Bonus Feat	+4	+1
7th	+7	+2	+4	+4	Aharmonic Blades	+5	+1
8th	+8	+2	+4	+4	Mental Blindspot	+6	+1
9th	+9	+3	+4	+4	Bonus Feat	+6	+2
10th	+10	+3	+5	+5	Brilliant Energy Blades	+7	+2

ciency, Point Blank Shot, Precise Shot, Power Attack, Second Chances, Sensory Expansion, Spring Attack, Telekinetic Aim, Traumatic Neurostrike, Two Weapon Fighting, Track, Unbalance Opponent, Weapon Finesse, Weapon Focus

Autohypnosis (EX): The Mind Reaper is a strong willed psi, capable of using the Concentration skill in ways that non-psychics can never imagine. By making a successful Concentration check, the Mind Reaper can focus his mind towards controlling his body. Check: The DC and effect depend on the task you attempt.

- Resist Fear: In response to a fear effect or other mental tampering, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the effect.
- Memorize: You can attempt to flash memorize a page of text or complex data, up to 250 words (or what could be comfortably printed on an 8 x 11 sheet of paper. You always retain this information subconsciously, however you can only consciously recall it with a successful Autohypnosis check.
- Resist Poison: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you another saving throw with a +4 morale bonus to resist the poison's secondary damage.
- Willpower: If reduced to 0 HP (disabled) you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties, you can choose not to perform the action. If you do perform the strenuous action after failing the

Autohypnosis Task	DC
Resist Fear/Mental Tampering	15
Memorize	15
Resist Poison	Poison's DC
Will Power / Resist Stimulus	20
Death Trance	20
Awaken from Death Trance	25

check, you suffer 1 point of damage after completing the action, as usual.

- Resist Stimulus: If dazed or nauseated by a flashbang or similar device, you may attempt a Autohypnosis check to ignore the penalties. You may attempt to reduce the circumstance penalties associated with unpleasant physical sensations, such as tear gas or the effects of a flash bang grenade. Success indicates you overcome the effects of the device.
- Death Trance: With a successful Autohypnosis check, you can slow your heartbeat and respiration to undetectable levels. You specify the length of the trance when activating this power, which you can maintain for a number of hours equal to your WIS modifier. While entranced, you are considered stable, and require virtually no oxygen to survive (though you cannot survive hard vacuum). Awakening early from a Death Trance requires a DC 25 Autohypnosis check, which can be attempted once per round.

Try again? For resist fear, resist stimulus, death trance and memorization you can make a check once per round. You can't try again to tolerate a poison. You can't try again in the same round for will power.

Special: You can take 10 on an Autohypnosis (Concentration) check, but you can't take 20. Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

Note: This modification to the Autohypnosis skill replaces the psionic skill rules found in chapter nine of the D20 Modern campaign setting.

Telekine Blades (SU): At will, a Mind Reaper can manifest a deadly blade of focused telekinetic energy. The Mind Reaper's psi-knife takes the form of a razor sharp field of crackling mental energy, and depending on the psi who created it resembles a dagger or short sword. This imaginary blade can be manifested or dismissed as a free action, and initially acts identically to a physical blade of the same type doing damage as normal for a weapon of its size. As the Mind Reaper gains experience and confidence in his inborn talents, his blade grows even deadlier. The Mind Reaper is always considered proficient with his mental weapon.

Tactical Psi-link (SU): The majority of the Mind Reaper's psionic potential is invested in the creation and improvement of his deadly mental razors. However, the Mind Reaper does possess a limited telepathic ability he takes advantage of for silent battlefield communication.

A Mind Reaper can forge a surface mental rapport with a number of allies equal to his CHA modifier. Forging the psi-link is a standard action that provokes attacks of opportunity, and when first created all allies included in the psi-link must be within 60 ft of the Mind Reaper.

The link can be maintained indefinitely, and has an effective range of ½ a mile. If a linked ally moves out of range, he or she drops out of the psi-net. The Mind Reaper cannot include new minds in an established psi-link without first dismissing the original link. The one draw back to the Psi-Link is



Mind Reaper Level	TK Blade Damage	TK Blade Critical Range	TK Blade Special Abilities
1-2	1d4	20/x2	-
3-4	1d4+1	20/x2	Overload Blade
5-6	1d6	19-20/x2	Unlimited Length Blade; Dual Blades
7-8	1d8	19-20/x2	Aharmonic Blade
9-10	2d6	19-20/x3	Brilliant Energy Blade

that if any psi-linked ally is subject to a mind influencing effect all other linked minds must save against that same mental assault, at the same WILL Save DC. Any character in the link who fails his or her save against a mind influencing effect drops out of the psi-link as soon as the effect takes hold.

Overload Blade: A third level Mind Reaper's telekine blade becomes so charged with chaotic psi-energy that it can overload a victim's central nervous system, overloading the target's mind with pain, pleasure and discordant memories. A creature struck with the TK blade must succeed at a WILL save (DC 10 + the Mind Reaper's CHA modifier) or be shaken for a number of rounds equal to the Mind Reaper's class level. The target can attempt a new save each round to recover from the shaken condition.

Combat Prodigy (SU): An experienced Mind Reaper can read the surface thoughts and aura-shifts of his enemies, and knows their next move even before they do. When fighting a sentient opponent, the Mind Reaper receives a +1 insight bonus to Defense and receives a +2 insight bonus on Bluff checks made to feint in combat.

The Mind Reaper cannot use this ability when facing a non-thinking enemy, so gains no bonus when facing constructs, robots, mindless undead or creatures with an Intelligence score lower than 3.

Dual Blades: A 5th level Mind Reaper can choose to manifest twin mind-daggers fight two handed, however he incurs all the usual penalties for fighting with two weapons. A Mind Reaper can only manifest dual psi-daggers, and cannot dual wield his Unlimited Length Blade.

Unlimited Length Blade: When a 5th level Mind Reaper chooses to manifest his psi-knife, instead of creating a mental dagger, he can choose to create a vicious spiked chain like weapon made of focused psi-potential. The Mind Reaper is considered proficient with this psi-whip.

The psi whip is a reach weapon that allows the Mind Reaper to threaten a 10 ft radius around him. When wielding the psi-whip, the Mind Reaper receives a +4 morale bonus on Disarm and Trip attempts made with the whip, and may dismiss and reactivate the psi-whip to prevent himself from being disarmed or tripped if his attack fails. Any special qualities the Mind Reaper has earned for his TK blade also apply to his psionic whip.

Aharmonic Blade: A 7th level Mind Reaper's psi blades are charged with disruptive energy that severs molecular bonds and causes rapid cellular decay. From this point on, the Mind Reaper's psionic blades inflict an additional +1d6 points of energy damage, either fire, electrical or sonic damage. The type of energy damage inflicted is chosen when the Mind Reaper achieves 7th level and cannot be changed thereafter.

Mental Blindspot (SU): The Mind Reaper can cloud weak minds, allowing him to pass unnoticed. When using Hide or Move Silently to sneak past a thinking creature, the Mind Reaper receives a +4 insight bonus on his skill checks. The Mind Reaper cannot use this ability when facing a non-thinking enemy, so receives no bonus when facing constructs, robots, mindless undead or creatures with an Intelligence score lower than 3, and this class ability has no effect on automated security systems, or anyone observing the Mind Reaper through a camera or sensor.

Brilliant Energy Blade: A 10th level Mind Reaper's psionic weapons have the brilliant energy quality, and pass intangibly through solid matter to attack the spirit within. The Mind Reaper's psionic weapons ignore equipment and natural armor bonuses to Defense.



THE NANO-SCULPTOR ADVANCED CLASS

A colony of chromosome sized factory robots within a protein matrix is injected into human tissue, transform the human body into a test bed for cutting edge new technology, slaved directly to human willpower.

Imagine being able to instantly grow whatever device you need to survive.

Imagine being able to heal the injured with a touch, as your cybernetic blood flows into their wounds and knits them shut with a swarm of surgeon-androids, none bigger than a hydrogen molecule.

Imagine being able to condense a limitless array of ultra-tech weapons from airborne particles and pollution.

Imagine being able to do anything, thanks to nine pints of nanotech liquid floating through your veins.

Nano-sculptors are the ultimate evolution of the cyborg, shape shifting technologists empowered by cutting edge micro-robotics. They prove Clarke's cliché about advanced technology and magic. The vast majority of Nano-Sculptors invented the nano-loads they injected into themselves on their own; their liquid metal hulls are marks of pride, testaments to lone genius. Others traced 'wild' nano-colonies, attracting the attention of a semi-sentient AI and entering a unique symbiosis with the bio-mechanical life form.

Nano-Sculptors prize their individuality, and their colorful cyberskins reflect their personal sense of style. Unlike other forms of psi-tech, symbiotic

nano-loads cannot easily be replicated or mass produced. Most nano-loads die off minutes after injection; only the best and brightest minds have the neurological complexity necessary to host a nano-load.

The fastest path into the Nano-Sculptor advanced class is through the Smart hero basic class, though other paths are possible. The Nano-Sculptor has some of the steepest skill requirements of any Psi-Watch advanced class, ensuring that only genius level intellects with years of diverse, doctorate level training can even hope to understand the math behind the nano-load swimming through their bloodstream.

THE NANO-SCULPTOR IN THE CAMPAIGN

Nano-sculptors are the ultimate technologists, able to conjure amazing devices and more firepower than most force recon squads out of thin air. More than just simple front line troops, they are the world's most versatile problem solvers. There isn't a computer on earth a Nano-Sculptor can't hack, no vehicle they can't hotwire, and no vault door they can't pry open or disintegrate completely. Nano-Sculptors have some of the best defenses in the game; depending on their build, they could theoretically be all but immune to physical harm, resistant to one or more energy types. They are 'hazardous environment troops' par excellence.

Nano-sculptors are intellectual powerhouses. Played intelligently, they're one of Psi-Watch's greatest assets. Their versatility rivals a high level mage in a modern magic campaign, and offers Smart Heroes a chance to become a squad's premier damage dealer. Unfortunately, their tight focus on tech and advanced physics mean they lack the versatility of other intellectual characters; their skill sets lack social skills and detective ability, and without their nano-tech they're mediocre fighters, at best.

Requirements:

To qualify to become a Nano-Sculptor, a character must fulfill the following criteria.

Skills: Computer Use 8 ranks, Craft: electronic 8 ranks, Craft: pharmaceutical 4 ranks, Knowledge (earth & life sciences, physical sciences, technology) 4 ranks each, Repair 6 ranks, Research 2 ranks

Feats: Builder, Gear Head

Special: Prior to taking a level in this class, a prospective Nano-sculptor must design and breed a nano-colony or enter a symbiosis with an already existing 'wild' nano-colony. Doing so requires incredible intellect, luck and will.

Once the nanocolony is created or tamed, it must be keyed to the Nano-Sculptors genome, and bonded to its host. When not in use, the nano-load hides within its host's cellular structure, and flows like liquid metal over the host's skin when circumstances demand.

Custom growing a nano-colony requires a well equipped computer and genetics lab, which has a purchase DC of at least 44. Creating the nano-colony requires a successful DC 30 Computer Use and a DC 30 Craft (electronic) and a DC 22 Craft (pharmaceutical) check. Failure at any step ruins the nano-colony.

Discovering a wild nanotech colony requires an initial DC 30 Research check to pinpoint the tell-tell signs of ambient nano-life in some remote corner of the world. Actually finding the nanotech is an adventure in and of itself, but befriending the colony requires at least a DC 30 Diplomacy check made against the semi-sentient machine. Characters who

Class Information

The following information pertains to the Nano-Sculptor advanced class.

Hit Die

The Nano-Sculptor gains d8 hit points per level. The character's Constitution modifier applies. Nano-Sculptors depend primarily on their on-board nanoload for survival, but their gene-scale robots have optimized their bodies to peak human levels.

Action Points

The Nano-Sculptor gains a number of action points equal to 5 + one-half of her character level, rounded down every time she attains a new level in this class.

Psionic

Nano-Sculptors gain the Psionic Subtype, and may freely select from Psionic Precursors and Psionic feats.

Class Skills

The Nano-Sculptor's class skills are as follows.

Computer Use (INT), Concentration (CON), Craft (any) (INT), Demolitions (INT), Disable Device (INT), Drive (DEX), Forgery (INT), Investigate (INT), Knowledge (art, business, current events, earth & life sciences, physical sciences, popular culture, technology) (INT), Listen (WIS), Navigate (INT), Pilot (DEX), Read/Write Language, Repair (INT), Research (INT), Search (WIS), Speak Language, Spot (WIS), Treat Injury (WIS)

Bonus Feats: At 3rd, 6th and 9th level, the Nano-Sculptor receives a bonus feat, which must be chosen from the following list.

Acrobatic, Action Bank, Aircraft Operations, Anti-Tank Warfare, Blind Fight, Cautious, Cloudmass, Combat Expertise, Combat Reflexes, Controlled Burst, Crosstrained,, Dodge, Educated, Elusive Target, Full Autofire, Historical Sensitivity, Improved Initiative, Instinctive Defense, Iron Will, Mechanical Dissonance, Mechanical Prodigy, Medical Expert, Point Blank Shot, Psychometric Touch, Savant, Set the Pace, Studious, Surface Vehicle Operation, Surgery, Vehicle Dodge, Vehicle Expert, Weapon Finesse, Windfall

Integrated Life Support Progression (EX): The nanotech bonded to the Nano-sculptor's body can sustain the cyborg in otherwise lethal conditions. Oxygen generation nodes can blossom within the Nano-sculptor's lungs to allow them to survive vacuum or airborne contagions, radiation scrubbers and heat exchangers keep the cyborg alive anywhere, from the bottom of the Marinas Trench to the depths of space.

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Nano Armory ; Integrated Life Support Progression	+1	+1
2nd	+1	+2	+2	+0	Autonomic Expertise , Sensory Expansion Progression	+1	+1
3rd	+1	+2	+2	+1	Bonus Feat	+2	+1
4th	+2	+2	+2	+1	Rapid Assembly	+2	+2
5th	+2	+3	+3	+1	Flight Speed 40 ft (clumsy) ; Nano Armory II	+3	+2
6th	+3	+3	+3	+2	Creationist Engine; Bonus Feat	+3	+2
7th	+3	+4	+4	+2	Flight Speed 40 ft (good)	+4	+3
8th	+4	+4	+4	+2	Nano-Breach	+4	+3
9th	+4	+4	+4	+3	Bonus Feat	+5	+3
10th	+5	+5	+5	+3	Flight Speed 40 ft (perfect) Disassembly Zone	+5	+4

At first level, a Nano-Sculptor becomes immune to suffocation and inhalation toxins, since they no longer need to breathe as humans understand the process. Nano-Sculptors are also immune to ambient radiation and radioactive environments. As the nano-tech integrates with its host, the Nano-Sculptor gains even more impressive immunities.

Every time the cyborg adds a level of Nano-Sculptor he or she can select another immunity. Immunities are grouped into evolutionary stages, which are organized like a feat ladder. A Nano-Sculptor can choose to unlock a handful of truly impressive immunities, or can choose a wide variety of lesser defenses, the choice is theirs.

FIRST STAGE DEFENSES

Damage Resistance: You gain DR 2/- against physical damage. You may select this defense multiple times; its affect stacks. This defense stacks with DR from other sources, such as feats and Tough Hero class levels.

Energy Resistance: Select from Acid, Cold, Fire, or Sonic/Concussion. You gain Energy Resistance 5 against that energy type. You can select this defense multiple times; its affect stacks. You may instead choose to become resistant to several different energy types.

SECOND STAGE DEFENSES

Energy Hardening: You become superhumanly resistant to a particular form of energy. You suffer no damage on a successful save, or half damage on a failed save when exposed to that energy type.

Prerequisite: Energy Resistance against a particular energy type.

Toxin Immunity: Your nanotechnology instantly filters out harmful drugs and chemicals. You become immune to all drugs and poisons.

Prerequisite: Damage Resistance 2/- and any one Energy Resistance Defense of choice.

System Redundancy: Your body grows multiply redundant organs and backup systems, reducing the chance of catastrophic failure. You

become immune to death by massive damage. You gain a 25% chance of ignoring critical hits, as if you have the *light fortification* feature.

Prerequisite: Damage Resistance 1/-

THIRD STAGE DEFENSES

Cybernetic Immortality: You become immune to aging, no longer suffering physical penalties associated with age, and have no maximum age.

Prerequisite: Any second stage defense.

Energy Immunity: You become completely immune to damage from a specific type of energy.

Prerequisite: Energy Hardening against a particular energy type.

System Redundancy II: You become resistant to critical hits, as if you had the Heavy Fortification Feature. You have a 50% chance of ignoring any critical hits.

Prerequisite: System Redundancy

Fast Healing: Your nano-load gives you amazing regenerative powers. You gain Fast Healing 1 and automatically recover a single hitpoint each round.

Prerequisite: System Redundancy, any other second stage defense

FOURTH STAGE DEFENSES

Energy Absorption: You convert otherwise harmful energy into power. When exposed to a dangerous energy source, or energy based attacks, you recover a number of hit points equal to ¼ the damage the energy source would normally inflict. Excess hit points gained in this manner fade after a number of minutes equal to your CON modifier. Select one particular energy type to absorb when choosing this defense.

Prerequisite: Energy Immunity against at least two energy types.

System Redundancy III: You become immune to critical hits, and precision based additional damage, such as damage inflicted by the *Dishonorable Technique* feats or a sneak attack ability.

Prerequisite: System Redundancy II



System Stability: You become immune to effects that cause ability drain, ability damage or energy drain and negative levels.

Prerequisite: System Redundancy II

Nano Armory (EX): The Nano-Sculptor can manifest a deadly assortment of high-velocity chain guns, assembled in an instant from ambient pollution and powered by her body's own electromagnetic field. These deadly machine pistols bud from the Nano-Sculptor's body like strange metallic tumors, appearing in her waiting hands or pushing through the liquid circuitry muscle of her forearms.

Extruding or withdrawing nano guns is a standard action, which does not provoke attacks of opportunity. The Nano-Sculptor can extend her nanotech arsenal at will. While the nano guns are extended, the Nano-Sculptor cannot hold or manipulate objects with her hands.

The Nano Armory is an 'integrated' equivalent of an M-60 machine gun, and has similar statistics. The Nano-Sculptor produces ammunition from ambient molecules and thus has an effectively limitless ammunition supply. A Nano-Sculptor is always considered proficient when using her onboard nano-guns.

Damage: 2d8 Ballistic

Critical: 20 (x2)

Range Increment: 100 ft

Action Enhancement: By spending an action point, the Nano-Sculptor can make her already impressive firepower even deadlier. By coating the bullets with a short lived nanotech virus, the Sculptor can increase her guns' killing power. Creatures injured by the Sculptor's Nano-Armory continue to bleed, losing 1 additional HP per round until they receive medical attention. This enhancement lasts for a single encounter.

Second Stage Action Enhancement:

Starting at 5th level, the Nano-Sculptor can choose to imbue her bullets with a deadly nano-tech toxin at the instant of their creation. Creatures injured by a round from the Nano Armory are exposed to a deadly injury toxin. Initial and secondary damage is 1d4 CON. FORT Save DC: 10 + the Nano-Sculptor's CON modifier.

If the Nano-Sculptor possesses feats such as double tap which allow her to deal additional dice of damage on a successful hit, the FORT save DC increases by +2 for every additional die of damage inflicted, representing more toxic bullets entering the body and delivering their deadly nanotech payloads.

Autonomic Expertise (EX): The Sculptor's nanotechnology improves its host's concentration, manual dexterity and fine motor control. Starting at 2nd level, the Nano-Sculptor may add half her class level (rounded down) as a competence bonus on all Craft: electronics and Repair checks.

Sensory Expansion Progression (EX): Since their body has transformed into a post human machine ecology, the Nano-Sculptor has senses that 'meat' humans can't even begin to comprehend.

At second level, the Nano-Sculptor receives *lowlight vision*. In addition, the Nano-Sculptor can receive radio, television and cellular phone signals internally, as if she had implanted communications devices.

Every even numbered level there after, the Nano-Sculptor gains a new sensory capability, chosen from the following list. Nano-Sculptors can select their sensory capabilities in any order.

- Darkvision with a 60 ft range. If selected twice, range increases to 120 ft.
- Blindsight with a 30 ft range. If selected twice, range increases to 60 ft.
- Tremorsense with a 30 ft range. If selected twice, range increases to 60 ft.
- Ability to see cloaked or *invisible* creatures and objects.

- Combat Optics: Advanced sensor systems including laser range finding, active and passive sonar modes, and multi-frequency scanning radar. Grants a +2 bonus on Spot and Listen checks, and a +2 bonus on Initiative checks.
- Diagnostic Optics: A variety of useful sensors and alternate visual modes, such as MRI, x-ray, and sonographic vision. The cyborg can determine the chemical composition of objects, detect the presence of foreign chemicals in the body, and perform most of the medical tests capable in a well equipped modern hospital internally. Grants +2 bonus to Treat Injury, Knowledge: earth & life science, physical science and Repair checks.

Rapid Assembly (EX): Starting at 4th level, the Nano-Sculptor can use microscopic VonNewmann engines to reshape matter and create complex objects from water molecules and cellular protein. A number of times per day equal to one plus her CON modifier (minimum twice daily), the Nano-Sculptor can urge her nanotech carapace to create any Small technological object with a purchase DC of 15 + her CON modifier.

Using this ability the Nano-Sculptor can create weapons, tool kits, professional kits, even high end electronics like computers and cellphones. Objects created in this manner are considered 'generic' production line articles. In most cases, no Craft check is required to produce the object, as 'templates' are stored in the cyborg's memory.

Creating an exact duplicate of a specific object requires an appropriate Forgery or Craft check, the difficulty of which is determined by the object's complexity. Created objects are relatively short-lived, and tend to degrade into useless junk within 24 hours, if not destroyed sooner.

Assembling a Small or tinier object takes 1d4 minutes. The Nano-Sculptor can spend an action point (s) to create larger objects. For each action point spent, the Nano-Sculptor can create objects one size category larger than Small. Each additional size category adds 1d4 minutes to the creation time.

Creationist Engine (EX): Starting at 6th level, the Nano-Sculptor can heal the injured and repair damaged machines with a touch, by commanding her nano-colony to replicate the damaged material.

Each day, the Nano-Sculptor gains the ability to heal a number of Hit Points worth of damage equal to her class level plus her ranks in Computer Use. The Nano-Sculptor must touch the wounded creature or damaged object to use this ability; doing so is a full round action.

The Nano-Sculptor can choose to heal as little as 1 HP worth of damage, or instantly recover/rebuild up to her daily maximum. Excess healing is wasted; the Nano-Sculptor can not restore a creature or object to beyond their maximum HP total. The Nano-Sculptor may use this ability to heal her own wounds if necessary.

Nano-Breach (EX): Starting at 8th level, the Nano-Sculptor begins understanding how to use hostile nanotech to target molecular weak spots in an otherwise invulnerable opponent's armor.

By spending an action point, the Nano-Sculptors Nano Armory becomes capable of bringing down even the most powerful and well defended opponents. The Nano-Sculptor 'paints' a specific opponent with their advanced sensors, finding molecule thin weak points in their defense, allowing the Sculptor to ignore their armor.

When attacking a designated opponent with her integrated Nano-Guns, the Nano-Sculptor gains the ability to ignore a number of points of Hardness or Damage Reduction equal to her INT modifier. These armor piercing attacks also ignore Natural Armor or Equipment Bonuses to Defense. This

enhancement lasts for a number of rounds equal to the Nano-Sculptor's INT modifier.

Disassembly Zone (EX): An 10th level Nano-Sculptor can unleash a deadly nano-tech weapon of mass destruction, which can kill an unprotected creature in seconds. By spending an action point, the Nano-Sculptor creates an invisible airborne web of hostile nanotech. The Sculptor's Disassembly nanites have only one purpose: to render anything within range into component molecules.

Any creature within a 30 ft radius of the Nano-Sculptor suffers 1d2 points of temporary CON damage they remain within range. Unattended objects and structures within the Disassembly Zone have their Hardness permanently reduced by 1d4 points per round of exposure. Objects reduced to 0 Hardness or fewer, or creatures reduced to 0 CON are destroyed instantly, reduced to a thin film of dust. Only another Nano-Sculptor is immune to this deadly effect.

The Nano-Sculptor can safely maintain the Disassembly Zone for a number of rounds equal to her CON modifier. If she maintains the nano-tech field any longer, she suffers 1d4 points of temporary CON damage per round.

Action Enhancement: By spending an action point, the Nano-Sculptor can designate a number of creatures or objects immune to the field's effect, allowing her allies to move safely through the field. A creature and all gear it is wearing or carrying is considered one 'object'.

Action Enhancement: Each action point spent allows the Nano-Sculptor to extend the spherical Disassembly Zone by an additional 30 ft. This enhancement lasts until the Nano Sculptor drops the field.



THE ULTRA-MIND ADVANCED CLASS

Ultra-Minds are among the rarest, and most feared psions. Only a handful have ever successfully been created by Psi-Watch, and thankfully, even fewer are ranked among America's enemies. The genetic alteration and neuro-cybernetics that empower Ultra-Minds drive most insane or lead to fatal strokes and nerve disorders in 99.9 percent of all candidates. Natural, trained Ultra-Minds are relatively rare as well. Most 'rouge' Ultra-Minds live lives of quiet comfort and selfish hedonism, only mastering their powers to the point they can get everything their heart desires.

Rumors of Ultra-Mind conspiracies, of telepathic spy masters and futurists who dominate the world of espionage, politics and high finance make the rounds of conspiracy websites, but remain just that. . . . Rumors. The few Ultra-Minds working for Psi-Watch are among the agency's quietest and most effective deep cover operatives. Ultra-Mind tacticians are responsible for the agency's long term strategic goals and agent training.

THE ULTRA-MIND IN THE CAMPAIGN

The Ultra-Mind is a subtle and insidious telepath, a highly trained, intensely focused telepathic spy and infiltrator. The Ultra-Mind is outwardly human, completely undetectable, and dangerously persuasive. Ultra-Minds are physically frail, but most have no intention of ever being in a fair fight; a sniper shot from three blocks away is the best way to solve a problem, and having a mind controlled drone pull the trigger is even better still.

The Ultra-Mind has a tightly focused set of mental abilities focused on controlling and manipulating others. With the Ultra-Mind's high skill ranks, and decent selection of skills, in addition to being an amazingly effective telepath, they make competent technologists, hackers and strategists. The Ultra-Mind will probably lead any PC strike team, or at the very least, will be the power secretly calling the shots and making the other team members think they came up with his ideas themselves.

Requirements:

To qualify to become an Ultra-Mind, a character must fulfill the following criteria.

Skills: Concentration 4 ranks ; A total of 24 ranks in any combination of Knowledge or speak/read language skills

Feats: Educated, Trustworthy ; either Iron Will or Savant (mental)

Class Information

The following information pertains to the Ultra-Mind advanced class.

Hit Die

The Ultra-Mind gains d6 hit points per level. The character's Constitution modifier applies. The Ultra-Mind is intelligent far past the point of genius, and

are among the most insidious psions on the planet, but physically, they're only human.

Action Points

The Ultra-Mind gains a number of action points equal to 6 + one-half of his character level, rounded down every time he attains a new level in this class.

Psionic

Ultra-Minds gain the Psionic Subtype, and may freely select from Psionic Precursors and Psionic feats.

Class Skills

The Ultra-Mind's class skills are as follows.

Bluff (CHA), Craft (any) (INT), Concentration (CON), Computer Use (INT), Diplomacy (CHA), Gather Information (CHA), Knowledge (behavioral sciences, business, current events, popular culture, philosophy & theology, tactics, technology) (INT), Profession (any) (WIS), Read Write Language, Sense Motive (CHA), Sleight of Hand (DEX), Speak Language

Skill Points at Each Level: 7 + INT Modifier

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psionic Estimation; Least Mindtouch; Autohypnosis	+1	+1
2nd	+1	+0	+0	+3	Diplomatic Mind; Bonus Feat	+1	+1
3rd	+1	+1	+1	+3	Lesser Thoughtbind	+2	+1
4th	+2	+1	+1	+4	Bonus Feat	+2	+2
5th	+2	+1	+1	+4	Thoughtbinder	+3	+2
6th	+3	+2	+2	+5	Hostile Mindtouch; Bonus Feat	+3	+2
7th	+3	+2	+2	+5	Psyche Burst	+4	+3
8th	+4	+2	+2	+6	Bonus Feat	+4	+3
9th	+4	+3	+3	+6	Mental Dominance	+5	+3
10th	+5	+3	+3	+7	Mind Twist	+5	+4

Bonus Feats: At level, the Ultra-Mind can select a bonus feat, which must be chosen from the following list.

Acrobatic, Akashahic Search, Agony Field, Aphasia, Attentive, blind-fight, Combat Martial Arts, Combat Reflexes, Contingency Planning, Creative, Contingency Planning, Crosstrained, Decisiveness, Dead Aim, Deceptive, Defensive Martial Arts, Disrespect, Diversity of Experience, Dodge, Elite Clearance, Fast Talker, Gear Head, Grifter, Hardwon Wisdom, Hypercognition, Improved Initiative, Improved Combat Martial Arts, Improved Disarm, Improved Trip, Intellectual Mastermind, Jujitsu, Low Profile, Medical Expert, Natural Empath, Negative Suggestion, Memory Scan, Pain Transference, Parental Demeanor, Precise Shot, Psychologist, Remote Viewing, Run, Savant, Sociopaths Insight, Stealthy, Studious, Suicide Drive, Superficial Mindscan, Unbalance Opponent, Viral Ethos, Weapon Finesse, Windfall

Autohypnosis (EX): The Ultra-Mind has a mind more advanced than anything else on the planet, able to shrug off mental and physical assaults that would crack lesser mentalities and is capable of using the Concentration skill in ways that non-psychics can never imagine. By making a successful Concentration check, the Ultra-Mind can focus her mind towards controlling her body. Check: The DC and effect depend on the task you attempt.

Resist Fear: In response to a fear effect or other mental tampering, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you

another saving throw with a +4 morale bonus to resist the effect.

Memorize: You can attempt to flash memorize a page of text or complex data, upto 250 words (or what could be comfortably printed on an 8 x 11 sheet of paper. You always retain this information subconsciously, however you can only consciously recall it with a successful Autohypnosis check.

Resist Poison: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you another saving throw with a +4 morale bonus to resist the poison's secondary damage.

Willpower: If reduced to 0 HP (disabled) you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties, you can choose not to perform the action. If you do perform the strenuous action after failing the check, you suffer 1 point of damage after completing the action, as usual.

Resist Stimulus: If *dazed* or *nauseated* by a flashbang or similar device, you may attempt a Autohypnosis check to ignore the penalties. You may attempt to reduce the circumstance penalties associated with unpleasant physical sensations, such as tear gas or the effects of a flash bang grenade. Success indicates you overcome the effects of the device.

Death Trance: With a successful Autohypnosis check, you can slow your heartbeat and respiration to undetectable levels. You specify the length of the trance when activating this power, which you can maintain for a number of hours equal to your WIS modifier. While entranced, you are considered

stable, and require virtually no oxygen to survive (though you cannot survive hard vacuum). Awakening early from a Death Trance requires a DC 25 Autohypnosis check, which can be attempted once per round.

Try again? For resist fear, resist stimulus, death trance and memorization you can make a check once per round. You can't try again to tolerate a poison. You can't try again in the same round for will power.

Autohypnosis Task	DC
Resist Fear/Mental Tampering	15
Memorize	15
Resist Poison	Poison's DC
Will Power / Resist Stimulus	20
Death Trance	20
Awaken from Death Trance	25

Special: You can take 10 on an Autohypnosis (Concentration) check, but you can't take 20. Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

Note: This modification to the Autohypnosis skill replaces the psionic skill rules found in chapter nine of the *D20 Modern* campaign setting.

Least Mindtouch (SU): The Ultra-Mind can forge a superficial telepathic bond with another sentient mind simply by locking gazes. High-spectrum psionic info-energy radiates from the Ultra-Mind and are transmitted through the viewer's optic nerve.

As a standard action, the Ultra-Mind can forge a two-way telepathic link with any willing sentient creature who is within 30 ft who can clearly see the psion. Once established, the psionic link allows for instant, silent communication over any distance, and remains in effect for 10 minutes per class level.

Creatures who are mind-linked can communicate without the need for a shared language, and this communication link offers no special influence or control over the mind-linked creature. The Ultra-Mind may use this ability at will.

Action Enhancement: By spending an action point, the Ultra-Mind can enhance the duration of the mind link to one day per class

level.



Psionic Estimation (EX): The Ultra-Mind can find mental weaknesses and telepathic avenues of attack in any creature, but it is limited to mind

ultimate social predators, psions perfectly adapted to dominance in business, in romance, in society and in espionage. Starting at 2nd level, the Ultra-Mind may add half his class level (rounded down) as an untyped bonus on Diplomacy, Sense Motive and Profession (any white collar) checks.

Lesser Thoughtbind (SU): An Ultra-Mind's neurology has been designed by nature or secret government geneticists to control lesser intellects. Casual mental manipulation, fogging the minds of lesser creatures is frighteningly easy for the Ultra-Mind, and more in-depth thought control is possible with only a fraction more effort.

Starting at 3rd level, the Ultra-Mind can use *Daze*, at will, as a Telepath of his total character level. As a standard action, the Ultra-Mind can direct a mind-breaking hostile thought or psionic illusion, or speak an utterly compelling, thought destroying riddle. A Medium sized, sentient subject affected by this ability is dazed for one round, losing all actions. However, the *dazed* creature is not stunned, so opponents get no special advantage against him, but the subject cannot move use psi talents, cast spells, and so on.

A number of times per day equal to one plus his INT modifier (minimum twice daily), the Ultra-Mind can use *Attraction* as a Telepath of his total character level.

You plant a compelling attraction in the mind of a subject. The attraction can be towards an object, person or event. While obsessed, the target will take reasonable steps to meet, get close to, attend, firm or perform the object of its implanted attraction.

While the attraction weighs heavily on the subject's mind, the target doesn't suffer from blind or suicidal obsession. The subject can still recognize danger, but won't flee or stray from his obsession unless the threat is immediate and obvious.

If you make the target feel attraction to you, you can't command him indiscriminately, but the

target is willing to at least listen to what you have to say, though he may disagree. You effectively receive a +4 bonus on your CHA modifier when dealing with an *Attracted* subject.

Any act by you or your apparent allies that threatens the creature breaks the effect. Note that you must share a language with the creature to communicate effectively, though you need no shared language to implant the Attraction. This ability has an effective duration of one hour per character level.

Thoughtbinder (SU): The Ultra-Mind hones his mental abilities to the point he can implant a subtle, telepathic virus in a victim's mind, altering the creature's perceptions, personality and re-writing inhibitions and motivation.

A number of times per day equal to one plus his INT modifier (minimum twice daily), the Ultra-Mind can use *Charm Person* as a Telepath of his total character level. This power makes a Medium sized or smaller sentient creature regard you as a trusted friend and ally. If the target is currently threatened or attacked by you or your allies, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the *charmed* person as if he was an automaton, but he does perceive your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed CHA check to convince him to do any thing he would not normally do. You may not retry. A *charmed* person never obeys suicidal or obviously harmful orders, but he might believe you if you phrase your dangerous request 'reasonably' and carefully enough.

Any act by you or your apparent allies that threatens the creature breaks the effect. Note that you must share a language with the creature to communicate effectively. This ability has an effective duration of one hour per character level.

Hostile Mindtouch (SU): The Ultra-Mind can forge a hostile mind link with unwilling sentient creatures. The creature must initially be within 30 ft

of the Ultra-Mind and able to clearly see the telepath.

A creature can attempt a WILL Save (DC 10 + the Ultra-Mind's class level + his INT modifier) to resist the formation of a mindlink. A creature who successfully resists the mindlink, cannot be mind-bound to the Ultra-Mind for 24 hours. The Ultra-Mind can simultaneously form hostile mind links with a number of sentient creatures equal to one plus his INT modifier (minimum two creatures).

While sharing a mental link with a creature, the Ultra-Mind can torment the subject mentally, warp perceptions and deaden the victims senses. The mind-linked subject suffers a penalty on all WILL saves, CHA and WIS based skill checks made concerning the Ultra-Mind equal to the Ultra-Mind's CHA modifier for the duration of the mindlink.

Action Enhancement: By spending an action point, the Ultra-Mind can hijack a mind-linked creature's senses, seeing, hearing and experiencing everything the mindlinked subject does. While in the extra sensory trance, the Ultra-Mind is comatose and helpless. If the Ultra-Mind is injured while entranced, the trance state immediately ends; otherwise the trance can remain in effect for the entire duration of the mind link.

Psyche Burst (SU): The Ultra-Mind can project a moving wall of energized psionic particles, quantum phenomena formed purely from his hostility and anger. This psionic concussion wave is as imaginary as a bad dream, but as lethal as a submachine gun.

The Ultra-Mind can use *Inflict Pain*, as a Telepath of his total character level as often as once per minute.

The mental blast inflicts 3d6 points of damage, and the insidious mental assault can be maintained for up to five rounds with successful Concentration checks. A targeted creature can negate the effects with a successful WILL save (DC 10 + the Ultra-Mind's class level + his INT modi-

fier).

Action Enhancement: The Ultra-Mind can encode a short lived telepathic 'virus' within the mental blast. An opponent struck by this bundle of discordant thoughts and suicidal ideation is *stunned* for 3d4 rounds, in addition to suffering damage. Once an action point is enhanced to effect the Psyche Burst this way, its effects last for one minute per point of the Ultra-Mind's INT modifier.

Mental Dominance (SU): The Ultra-Mind is a dangerous, high level telepath, capable of bending human wills and overriding a victim's mind completely. A number of times per day equal to his INT modifier (minimum once daily), the Ultra-Mind may use a slightly modified form of *Domination* as a telepath of his total character level.

The telepath can take total control over the actions of any sentient creature. You establish a mind link, issuing unbreakable silent commands to your mind-slave. Through concentration, you can force the subject to act as you desire, to the best of its abilities. You know what the target is experiencing, and receive rudimentary sensory input from the subject.

The target resists this control, and if forced to take an action contrary to their basic nature or morality, they receive an additional WILL save to resist the command, with a +1-4 circumstance bonus depending on the action ordered. Obviously self destructive orders are always ignored.

Once control is established, the range at which it can be exercised is unlimited. You need not see a target to control him or her. Normally, this ability remains in effect for a maximum of one day per level. A targeted creature can negate the effects with a successful WILL save (DC 10 + the Ultra-Mind's class level + his INT modifier).

Mind Twist (SU): The Ultra-Mind can completely rewrite a victim's personality and insert or delete memories at will.

A 10th level Ultra-Mind can use a heavily modified version of *Tailor Memory* a number of times per day equal to his INT modifier (minimum once daily). The Ultra-Mind establishes a mindlink with the subject and may then insert, modify or delete a memory up to one minute in length per point of the Ultra-Mind's INT modifier.

You gain a rudimentary understanding of the subject's thoughts through the mind link, so you can prevent most conflicts between the target's real memories and implanted memories. You may also choose to delete a specific memory, or elements (such as seeing a specific person or taking a specific action) of a specific memory.

A targeted creature can negate the effects with a successful WILL save (DC 10 + the Ultra-Mind's class level + his INT modifier). Non-sensical or 'out of character' memories grant the victim a +1 to +4 bonus on the WILL Save, based on how obvious the gap between reality and the implanted/deleted memory is.

Action Enhancement: By spending an action point when activating this power, the Ultra-Mind can twist a victim's mind to the point their political and religious beliefs shatter and reform in a new shape. The Ultra-Mind may add, delete or change one of the subject's allegiances. This change is permanent.

Action Enhancement: By spending an action point when activating this power, the Ultra-Mind can cause pinprick hemorrhages and micro-strokes in the target's brain. The Ultra-Mind may permanently delete a number of skill ranks equal to 10 + his INT modifier. The deleted ranks may be in a single skill or any combination of skills.

Action Enhancement: By spending an action point when activating this power, the Ultra-Mind can induce weakness, destroy concentration, sap confidence and permanently cripple an adversary. The Ultra-Mind may permanently reduce either the targets base attack bonus or base defense bonus by -1d4. This reduction may limit the feats and special abilities the target can bring to bear, but does not

result in the loss of class abilities (for example if the victim belongs to an Advanced Class with a BAB Prerequisite).



PSI-WATCH FEATS

Psi-Watch agents are indoctrinated in cutting edge tactical doctrines, trained to fight a new kind of war in a new century, using their minds as weapons. In addition to a wide variety of general feats, which anyone who meets the prerequisites can select, there are also Psionic Feats, only available to creatures with the Psionic subtype.

Taking levels in a psionic class, hailing from a naturally psionic metahuman race, or selecting Psionic Precursors feats all grant the Psionic subtype.

Many of the new Psionic Feats and Psionic Precursors presented here are variants on existing psi-powers found in the D20 Modern or Fantasy SRDS. These psionic rules replace the rules for psionics in chapters nine and ten of the *D20 Modern Core Rulebook*, and emphasize tightly focused power sets and logical ability progression, and are designed for psionic espionage/action campaigns.

MILITARY AND ESPIONAGE FEATS

The following military and combat oriented feats are suitable for inclusion in virtually any D20 Modern or Future game, even those which don't incorporate psionics or super-heroes in the least. These feats are equally at home in a campaign inspired by *24* or *Rainbow Six*, as they are a campaign that's equal parts *Wild C.A.T.s* and *GI Joe*.

Advanced Training (General)

You are exceptionally well educated, and have benefited from intense professional training in your chosen field.

Prerequisites: Character level first only, Educated

Benefit: You receive a bonus allotment of +20 skill points during character creation. You may spend these bonus skill points as you see fit. These bonus skill points are added to your final tally, not multiplied in.

Optional Rule: Basic Military Training

All the heroic characters in the Psi-Watch campaign setting are assumed to have military ties. Characters are expected to be able to fire an M-16 accurately and field strip it after the battle, fight efficiently in bulky Kevlar armor, and pilot high-tech jump jets as a baseline level of competence.

Gamemasters might consider implementing the following variant rule.

All Heroic characters in Psi-Watch receive the following bonus feats at first level:

- Simple Weapons Proficiency,
- Personal Firearms Proficiency,
- Advanced Firearms Proficiency,
- Armor Proficiency (light and medium).

These 'entry-level' feats don't offer any game breaking advantages or weird abilities- they just allow Psi-Watch characters to play like their comic book counterparts without a prohibitive feat investment.

The NPCs in this campaign, and most NPCs from the Otherverse America campaign setting- another combat focused, highly militaristic game world- are usually built with this variant rule in mind.

Finally, the heroic teams from early Image Comics flew an amazing assortment of high-tech VTOLs into battle. Every character seemed to be able to fly their team's jets, with a minimum amount of training. To emulate this quirk of the fiction, either consider making the Pilot skill usable untrained, or give all heroic characters a free rank in Pilot.

You may choose any two INT or WIS based skills; you may place double the normal ranks in these skills if desired. Thus, a first level character with this feat could place up to 8 ranks (rather than 4 ranks) in any two applicable skills.

Normal: Your max skill ranks are equal to your level plus three.

AK-47 Insurgent (General)

The AK-47 is one of the most commonly used weapons on the planet, chosen because this

famous assault rifle is easy to use, easier to clean and virtually idiot proof. Like mercenaries, guerrillas, child soldiers and revolutionaries around the world, you've trained extensively with the AK-47.

Prerequisite: character level first only, Personal Firearm Proficiency

Benefit: In exchange for giving up a feat slot and selecting AK-47 Insurgent, you effectively gain the benefits of several gun combat feats.

You gain the benefits of Advanced Firearms Proficiency, Burst Fire, Strafe and Point Blank Shot. However, unlike the more general versions of these feats, which apply to all firearms, these 'bargain' feats only apply when using the AK-47, making you an effective, if limited gunman.

Special: The gamemaster can easily rename this feat and apply it to a different type of firearm, such as the M-16, Uzi or any other iconic gun.

Anthill Tactical Training (General)

You were trained in the Virtual Reality simulation codenamed 'Antfarm'. Force-grown to physical adulthood, your electronic childhood occurred in a surreal VR world that made deadly warfare into a colorful game. You survived hundreds of VR missions and were eventually allowed to awaken into the real world.

Prerequisite: Tube-grown starting occupation, character level first only, Knowledge (tactics) 4 ranks

Benefit: You are a master of technical warfare, with extensive training but little real world experience. Once per day, you may substitute your ranks in Knowledge tactics for your Base Attack Bonus. Once you activate this feat as a free action on your turn, the benefit remains in place for a number of rounds equal to your INT modifier.

Anti-Mech Warfare (General)

You are specially trained in disabling mecha and power armor, and know how to target weak points and destroy a suit's vital systems.

Prerequisite: Ranged Sabotage



Benefit: Any time you beat a power armor or mecha's Defense score by five or more points, you destroy one of the armor's integrated systems of your choice. If you beat the armor or mecha's Defense score by 10 or more points, you can disable the suit's life support functions.

Anti-Personnel Explosives (General)

You know all the tricks to creating improvised explosive devices designed to kill the maximum number of victims, and know how to throw grenades with deadly accuracy.

Prerequisites: Disable Device 8 ranks, Gearhead

Benefit: Any explosive device you construct or place, or any grenade you throw threatens a critical hit on all victims within the blast radius on a roll of natural 20. In the case of placed explosives, if you roll a natural 20 while arming and placing the device, it is considered to threaten a critical hit when it finally detonates. Roll to confirm the critical hit (s) separately for each creature within the blast radius.

Normal: Explosive devices do not have a critical threat range.

Special: You can take this feat up to three times. Each time you do, your explosive's threat range increases by one. If this feat is taken twice your explosives have a critical range of 19-20. If taken three times, the threat range becomes 18-20.

Anti-Tank Warfare (General)

No matter how strong the armor, it has a weak point. You're skilled in finding and exploiting that weakness.

Prerequisites: Exotic Firearms Proficiency (one of choice), Knowledge (tactics) 4 ranks

Benefit: When attacking a heavy military vehicle (for example: combat helicopter, jet aircraft, tank, APC, Humvee, small warship, combat starship, mecha or power armor) using any kind of exotic firearm, energy weapon or grenades, you may ignore a number of points of the target's Hardness equal to your one plus your WIS modifier (minimum two points).

Armored Survivor (General)

You've been a soldier long enough to learn to really, really love your Kevlar.

Prerequisite: Armor Proficiency (heavy), Endurance

Benefit: When you are wearing any armor, your training and experience allows you to gain additional benefit from it. You treat all armor worn as if its maximum equipment bonus to Defense was improved by +2.

AWACs Fire-Control (General)

You can take remote control of an allied pilot's onboard weapons systems, increasing accuracy and lethality.

Prerequisite: AWACs Operator

Benefit: As often as once per round, you may substitute a Computer Use check result for an attack roll made by any receiving pilot. You may use this ability as often as once per round, even when it is not your turn. You must declare the use of this ability prior to rolling the check.

AWACs Operator (General)

You are an aircraft weapons lock/radar operator, trained to operate advanced military sensor systems and relay the data in real time to other pilots in your squadron.

Prerequisite: Aircraft Operation (including power armor) Computer Use 4 ranks, Pilot 4 ranks

Benefit: You can only utilize the benefit of this feat while piloting a military vehicle with any type of radar or advanced sensor systems. You may use this feat while piloting a suit of power armor, provided it is equipped with advanced sensor systems.

While airborne, you can transmit data from your sensor systems, as well as advice and firing solutions to any allied vehicle in up to a 10 mile spherical radius, provided your communications network extends that distance.

While providing AWACs data to any aircraft, you may substitute a Computer Use check result for the Initiative check or REF Check made by any receiving pilot. You may use this ability as often as once per round, even when it is not your turn. You must declare the use of this ability prior to rolling the check.

As a full round action, you can transmit real time data from your sensor systems to any receiving pilot, allowing them to benefit from your vehicle's sensory capabilities. The receiving pilot sees exactly the same data you do.

Special: Cyborgs with internal sensor systems, as well as metahumans and aliens with advanced senses can benefit from this feat, so long as they can transmit to allied units.

AWACs Scout (General)

You can provide real time tactical data to units dozens of miles away.

Prerequisite: AWACs Operator

Benefit: You may transmit AWACs data to any allied unit within a 100 mile radius, provided your communications systems can cover the distance.

Normal: You transmit AWACs data to any allied unit within a 10 mile radius.

Battlefield Mobility (General)

You are skilled at maneuvering on the battlefield, and are constantly in motion, shifting and moving to make it more difficult for an opponent to lay hands upon you.

Prerequisites: DEX 13+, Dodge

Benefit: If an opponent's action allow you to perform an attack of opportunity, you may choose to take a 5 ft step rather than making your attack. Using this feat counts as one of your attacks of opportunity for the round.

Battle Hardened (General)

Your training includes exposure to non-lethal weapons like tasers, tear gas and combat psionics. As a result of your intense, painful training, you can better resist unpleasant stimuli.

Prerequisites: Base Attack Bonus +1, Great Fortitude

Benefit: When exposed to any stimulus or status ailment that reduces your effectiveness, such as a stun grenade's blinding flash, a fear effect, tear gas's nauseating effects, or similar situations, the duration of the effects are reduced by 50%. Thus, if you are targeted by any condition that would normally *daze* you for two rounds, you are only *dazed* for a single round.

Bodybuilder (General)

You live in the gym, train constantly, sacrifice much all to sculpt your physique into a thing of hard, chiseled perfection.

Prerequisite: STR 15+, Athletic, Iron Will

Benefit: You may add your STR modifier as an untyped bonus to all Diplomacy checks made against someone who would find you sexually

attractive, and on all Perform (dance) and Profession (bodybuilder, athlete or similar) checks.

Bleeding Slash (General)

You are an expert knife fighter and fencer, able to cause wounds that don't close naturally, and can potentially bleed a victim to death in minutes.

Prerequisites: Base attack bonus 5+, Weapon Focus (any slashing or piercing weapon), Treat Injury 1 rank

Benefit: When wielding any slashing or piercing weapon, any successful attack which beats your opponents Defense score by 5 or more points inflicts a bleeding wound in addition to normal damage. Opponents damaged in this manner continue to bleed, losing 1 HP per round until they receive any amount of magical or psionic healing, or receive a DC 15 Treat Injury check. The effects of multiple bleeding slashes are cumulative.

Breach Expert (General)

You've received police or military training in urban warfare and 'dynamic entry' - blowing through walls and doors to get at the enemy.

Prerequisite: Demolitions 4 ranks, Disable Device 4 ranks

Benefit: You halve the time required to perform Disable Device or Demolitions checks. In addition, you receive a +2 competence bonus on STR checks made to force a locked door or simply knock it down.

Capeopria (General)

You've studied capeopria, a flashy, dance like martial art that had it's origins in South American slave colonies. Your combat technique incorporates taunts, leaps and amazingly quick and brutal footwork.

Prerequisites: Acrobatic, Combat Martial Arts, Base Attack Bonus +3, Tumble 8 ranks, Perform: dance 1 rank

Benefit: When using the full attack action, you add your CHA bonus (if positive) on attack rolls, Tumble checks and REF saves. Your attacks are incredibly flashy, incorporating verbal and spoken taunts and insults, and you are instantly recognizable by your unique combat flourishes and body language.

Capeopria Stickyfoot (General)

Only a fool would try and knock you off your feet, because you can easily turn their clumsy trips and blocks against them.

Prerequisites: Capeopria, Improved Trip

Benefits: If an opponent attempts to trip or disarm you and fails, you may make an automatic trip or disarm attempt in retaliation. This retaliatory strike takes the form of a series of snap kicks and feints, and you receive a +2 circumstance bonus on the check. Even if your check fails, you may not be tripped or disarmed in return. You must have at least one leg free to use this ability.

Censored History (General)

Your early years and previous exploits have been declared national secrets and it is difficult to find any conclusive proof of your existence.

Prerequisite: Elite Clearance

Benefit: The difficulty of any Gather Information, Investigate or Research checks made to find information about you is increased by +5. Forensic investigation (such as examining fingerprints, semen or blood left at a crime scene) made to prove your involvement in a crime also have their DC increased by +5.

Special: You can select this feat multiple times, and its effects stack. You lose the use of this feat if you act in a manner contrary to your patron's wishes or code of ethics.

Charging Brutality (Combat)

You charge into battle and engage the enemy with reckless abandon.

Prerequisite: Run, Combat Martial Arts, Improved Combat Martial Arts

Benefit: You may choose to make a full attack action after charging. The benefits and

penalties of the charge apply to all attacks made as part of the full attack action.

Normal: You may only make a single attack after a charge.

Citymover (General)

You slip through even the most crowded city streets with ease, and can disappear into the urban landscape like a ghost.

Benefit: You receive a +4 bonus on Hide and Tumble checks when in a crowded, densely populated urban area. You may move through crowds of indifferent, or non-hostile NPCs at your full base movement rate, regardless of how densely packed the mass of humanity is.

Clean ID (General)

You've prepared for the day the cops kick down your door looking for you, and you have a false identity with a meticulously created paper trail



waiting for you to take shelter under.

Prerequisite: Knowledge: streetwise 8 ranks, Forgery 8 ranks, Meticulous

Benefit: At any time, you may choose to abandon your original identity and assume a different legal identity. The new ID has no criminal record, a Reputation bonus and a Wealth bonus equal to your original identity's minus 1d4+1 points, and according to mundane governmental and financial records is an ordinary, working class citizen.

All Gather Information, Research and Investigate checks made to conclusively link your clean ID to your original identity suffer a -10 circumstance penalty.

Special: You can select this feat multiple times. Each time you do so, you establish another clean identity. Each time you change identities, the investigatory checks to find your true identity becomes -10 points more difficult.

Clobber (General)

You hit like a wrecking ball.

Prerequisites: Super Heavyweight, base attack bonus +4

Benefit: When you successfully strike an opponent with an unarmed attack, or a melee attack with a bludgeoning weapon, he or she must make a FORT save (DC 10 + ½ the damage inflicted) or be knocked back 5 ft. On a critical hit, the opponent is knocked back 10 ft and drops prone on a failed save.

Close Quarter Combat Training (General)

Though you barely seem to move, your blows are powerful enough to knock down walls. Your combat style emphasizes control and efficiency.

Prerequisites: Combat Expertise, Improved Combat Martial Arts

Benefit: When grappled, or fighting any space smaller than 10 ft square, you receive a +2 bonus on grapple checks made to damage your opponent and on unarmed attack rolls.

Cold Steel Hunter (General)

You've been hunting since you could first fit your hands around a gun, and are comfortable in the wilderness, and accustomed to having a gun in your

hands.

Prerequisite: Personal Firearms Proficiency

Benefit: You receive a +2 bonus on Handle Animal and Survival checks, and receive a +1 competence bonus on all ballistic attack and damage rolls against any non-intelligent animals.

Combat Cover (General)

You can use your enemies as cover, moving instinctively to place your adversary between you and any waiting sniper's line of fire.

Prerequisites: Combat Reflexes, Dodge

Benefit: All opponents suffer a -8 penalty on ranged attack rolls made against you when you are engaged in melee combat against another creature. The creature you are fighting and the sniper need not be on the same side, or even be aware of one another. Thus, any snipers targeting you while you fight have a greater than normal chance of striking your opponent.

Your allies do not suffer an increased penalty if they choose to shoot into melee to aid you.

Normal: Opponents suffer a -4 penalty when using a ranged weapon to attack you while you are engaged in melee, unless they have the Precise shot feat.

Combat Cover, Improved (General)

You are at your best when fighting outnumbered, moving from one adversary to another with brutal efficiency, and leaving no corner undefended.

Prerequisite: Defensive Martial Arts, Mobility, Combat Cover, base attack bonus +4

Benefit: No adversary can gain a flanking bonus against you in melee combat.

Normal: Adversaries that are flanking you and their nearby allies gain a +2 bonus on their attack rolls against you.

Combat Driver (General)

You're an expert driver, capable of pushing your vehicle to its design limits.

Prerequisites: Vehicle Expert, Drive 4 ranks

Benefit: When driving any surface vehicle at Highway Speed or faster, you receive an additional +2 competence bonus to Defense. You receive a +2 bonus on all Drive checks made to regain control of a vehicle.

Normal: The DC of a Drive check to regain control of a vehicle is 15.

Combat Drill Master (General)

You are part of a comprehensive military training program, capable of training raw recruits into effective soldiers.

Prerequisite: Drill Sergeant

Benefit: By spending an action point and at least 8 hours in training, you can permanently imbue any sentient student (who must have an INT score of at least 5) with any one of the following feats as a

bonus feat. The student must meet all prerequisites of the feat.

Advanced Firearms Proficiency, Brawl, Combat Martial Arts, Defensive Martial Arts, (Full Autofire), Personal Firearms Proficiency, Point Blank Shot

Limitation: You must possess a feat yourself to teach it to others. You may only train a student whose base attack bonus is +3 or lower.

Combat Medic (General)

Thanks to your military training, you are able to perform surgery quickly and under horrific battlefield conditions.

Prerequisites: Treat Injury 4 ranks, Surgery

Benefit: You can perform surgery with only a First Aid kit, though you take a –2 penalty on the Treat Injury check. In addition, you may halve the time it takes to perform surgery (minimum 30 minutes).

Normal: Performing surgery requires at least 1d4 hours and requires a surgery kit.

Combat Showman (General)

You blend martial arts talent with a natural flair for drama and showmanship. You can (and often do) prolong a fight to keep the audience on the edge of their seats and raise the fight purse.

Prerequisites: Combat Expertise, Dodge, Perform: dance 4 ranks

Benefit: When fighting defensively, you gain a dodge bonus equal to 2 + your CHA modifier (minimum 3) and suffer a –3 penalty to attack rolls for the round. You may add your CHA modifier as a bonus on all rolls made to resist being tripped or disarmed.

Normal: You gain a +2 dodge bonus to Defense when fighting defensively, and suffer a –4 penalty to attack rolls for the round.

Combat Telepresence (General)

You are extremely skilled at remote combat operations, and know how to get the most out of the combat drones and robots you pilot.

Prerequisites: Remote Operations



Benefit: You use your INT modifier and ranks in the Computer Use skill in place of the combat drone's own BAB when piloting it remotely, allowing you to get maximum performance out of the machine. The robot still adds its own STR modifier to melee attack rolls.

Comms Expert (General)

You are a communications expert, familiar with a wide variety of military grade radios, cell systems, sensors and comms gear.

Prerequisite: INT 13+, Gear Head, Computer Use 4 ranks

Benefit: You multiply the range of any communications device you are using, either as a transmitter or receiver by 1.5 (a 50% increase). You double the effective range of any sensors you are using.

You receive a +2 bonus on all Computer Use checks related to telecommunications as well as a +2 bonus on all Decipher Script checks made to decode encrypted transmissions.

Command Airstrike (General)

You can call in over the horizon air strikes, pulverizing fortified targets with massive firepower, either from helicopter gun ships, fighter-bombers, offshore artillery or space-based weapons.

Prerequisite: Squad Leader

Benefit: You must be in some form of real time communication with friendly/allied forces to benefit from your feat. As a full round action, you can attempt to call in an airstrike, feeding the fire team your target location over the link.

To call in the airstrike, you must succeed at a DC 21 Knowledge: tactics check. The DC increases by +10 if the target is in an urban area, risks civilian casualties or friendly forces or strategic assets.

If the check is successful, you must expend an action point, and the air strike occurs on the targeted position within 10 minutes, minus one minute per every 2 points you beat the check DC by (minimum one minute). The air strike occurs on your action in the final round of the minute it is scheduled to appear.

Once deployed, the airstrike may be aborted at the gamemaster's option, but it cannot be redirected to a new area. An airstrike inflicts 20d20 points of damage. Half of the damage is fire or electrical damage (chosen when the airstrike is called); the remainder is slashing damage from shrapnel. You can deploy the airstrike either against targets in a 10 ft x 100 ft line or in a 100 ft radius sphere. Those within the blast radius may attempt a DC 25 REF Save for half damage.

An unsuccessful check cannot be retried during that encounter. If the Knowledge: tactics check is unsuccessful, you are not required to sacrifice an action point.

Contingency Planning (General)

Before a mission, you spend hours studying photographs, blueprints and intelligence reports, preparing for the unexpected.

Prerequisites: Knowledge (tactics) 8 ranks, Craft (structural) 1 rank

Benefit: If you spend at least 4 hours studying blueprints or recent (within 1 month) photographs of a targeted building's layout, you receive the following benefits during your raid on the building: +2 bonus to Hide, Move Silently, Search, Spot and Listen. These bonuses come into effect the moment you begin your assault on the target building, and last for a number of minutes equal to your INT modifier (minimum one minute).

Additionally, you may spend an action point at any time while these primary benefits remain active, you use your knowledge of the building's layout to grant you a +2 competence bonus to Defense while at that location. Furthermore, any cover you utilize during the assault is improved by one 'step'. These secondary bonuses last for a number of minutes equal to your INT modifier (minimum one minute).

Continuum of Force (General)

You've received formal police training in the use of force, and have been taught to initially use minimum force. However, you are always prepared to escalate the situation if diplomacy works. Learn-

ing this combat feat is a standard part of Psi-Watch academy training.

Prerequisite: Combat Martial Arts, Intimidate 1 rank

Benefit: If you attempt to use a Bluff, Diplomacy or Intimidate check to prevent violence or to overcome a challenge without combat, on the next round you receive a +4 bonus on attack rolls made to inflict subdual damage. If on the next round, you choose to inflict subdual damage, you receive the same bonus on the third round, or you may choose to receive a +2 bonus on attack rolls made to inflict lethal damage.

If you act out of this sequence, you receive no bonus. You may receive this bonus sequence multiple times in a prolonged combat if you take appropriate actions.

Crescent Moon Kick (General)

You've mastered an extremely flashy, high flying kicking style. You incorporate dance training into your combat work or can perform spectacular flip kicks.

Prerequisites: Combat Martial Arts, Perform (dance) 4 ranks

Benefit: As a full round action, you can perform a crescent kick. In doing so, you flip head over heels and connect with shocking force before landing smoothly. When making a crescent kick, you substitute a Perform (dance) check for your normal attack roll. If your kick is successful, you inflict 1d10+DEX modifier points of bludgeoning damage.

Crosstrained (General)

Your training regimen emphasizes diversity of skills and on the interrelation between different fields of study.

Prerequisite: WIS 15+

Benefit: You receive a +3 synergy bonus on all your interrelated skills. This feat applies retroactively to all synergy bonuses you acquired before gaining this feat, and applies to any synergy bonus you would earn in the future.



Normal: When you have more than 5 ranks in a particular skill, you receive a +2 synergy bonus on a related skill.

Cyber-receptor (General)

You are an exceptionally good candidate for cybernetic enhancement.

Prerequisite: character level first only

Benefit: You may acquire an unlimited number of cybernetic implants, which does not affect your health nor place you at risk for negative levels.

Normal: You are limited to a number of cybernetic implants equal to your CON modifier or you are limited to a number of points of Drain equal to your CON modifier, if using the cybernetics rules from *Dept 7 Tech Update: Cybernetics*. If you exceed this limit, you suffer negative levels.

Decorated Veteran (General)

Your years of service mean one thing: you've survived enough firefights you can call yourself a professional soldier.

Prerequisites: Base attack bonus +5, Knowledge: tactics 8 ranks

Benefit: A number of times per day equal to your WIS modifier (minimum once daily), you may add ½ your base attack bonus as a morale bonus to any saving throw, Knowledge check or Initiative check. You may also choose to 'give' some or all of this bonus to any ally within 30 ft. You must speak briefly and inspiring to the ally, and he must be able to see, hear and clearly understand you. If you grant this bonus to an ally, he or she must use the bonus within the hour or it is lost.

Decisiveness (General)

You know the importance of striking first and crippling resistance before it can be mounted.

Prerequisite: Spot 4 ranks, Knowledge: tactics 1 rank

Benefit: You receive a +2 bonus on Initiative checks and Spot checks. In addition, the first successful attack you make during a surprise round deals one additional die of damage. This feat applies to melee, ranged and unarmed damage, as well as spells, supernatural abilities and psi-talents.

Discriminatory Scent (General)

Your sense of smell is honed to superhuman levels.

Prerequisites: WIS 15+, Scent special quality

Benefit: You can use your scent ability in new ways. If you are within 30 ft of a character, you may attempt a DC 15 WIS check. If successful, you can learn any of the following about the person from subtle scent cues:

- What food, drink, drugs and chemicals they've ingested within the last 12 hours.
- If they have fired a weapon within the last 24 hours.
- If they have come into contact with volatile chemicals, such as gasoline or solvents.
- If they've had intercourse within the last 24 hours, or are pregnant or menstruating.

If the check is successful you receive a +5 insight bonus on Survival checks made to track that person for 24 hours. Additionally, you receive a +5 insight bonus on Spot and Sense Motive checks made to penetrate a disguise.

Finally, by spending an action point, you may 'key' yourself to a particular scent. Doing so requires you to either be within 30 ft of the person or an article of clothing worn within the last 12 hours. You receive a +10 insight bonus on Survival checks made to track your keyed target for 24 hours, and automatically penetrate disguises imitating that target or concealing the keyed target, unless the disguised character has some way of changing their pheromone cues.

Drill Sergeant (General)

You are a true master of the martial arts, and can pass on your lessons to your students. You've served as a military drill sergeant, and are capable of instructing new recruits in the basics of combat and military culture.

Prerequisite: Advanced Firearms Proficiency, Combat Martial Arts, Educated, Iron Will, base attack bonus +4

Benefit: You can temporarily give some of your melee combat feats, gun combat feats or base attack bonus to a willing student. By spending at least one minute teaching your student, you can temporarily remove some of your feats or combat talent and transfer it to the student. You may sacrifice one feat or point of base attack bonus per point of your INT modifier.

The student can then use your combat gifts as innate abilities for a number of hours equal to your INT modifier. You cannot voluntarily reverse the transformation; once the abilities are given away, they remain gone until the full time period elapses. While the student is enhanced, he or she can use the feats or BAB freely, as if they were innate abilities. The student must meet all the prerequisites for any feats granted.

Dusk Hunter (General)

For most people, twilight is a dim and dangerous time, when the sun sinks low enough to impede day vision, but not low enough for night vision to be truly effective. You prefer to hunt when the light is at its worst and strangest.

Prerequisite: Alertness

Benefit: For one hour before and after sunrise and sunset each day, you receive a +4 circumstance bonus on Spot and Search checks, as well as all ranged attack rolls. You must be outdoors to be able to benefit from this feat.



Elite Clearance (General)

You are a trusted government operative.

Prerequisite: Employment or patronage of a government or political body.

Benefit: You receive a +4 competence bonus on Diplomacy, Gather Information and Research checks made concerning the government or agency you work for. You may legally purchase Illegal, Licensed or Restricted equipment through your agency without suffering a Purchase DC modifier.

Special: You can select this feat multiple times, each time you do it applies to a different government or government agency. You lose the benefit of this feat if you act in a manner contrary to your patron's wishes or code of ethics.

Emergency Surgery (General)

In a few frantic, blood soaked minutes of work, you can save a dying patient's life, but at incredible cost.

Prerequisite: Surgery, Treat Injury 8 ranks

Benefit: You can use extremely risky surgical techniques to keep a dying patient alive a little while longer. When performing surgery on any helpless or dying patient, you may choose to use a risky technique that permanently lowers one of the patient's attributes by 1d4 points. The surgeon chooses which attribute is lowered; the patient receives no saving throw to resist the ability drain.

Each time you do so, you may either of the following benefits:

- Automatically stabilize the dying patient
- Receive a +5 circumstance bonus on your next Treat Injury check made to revive the patient.

You may use this feat once per round. Once any attribute is reduced to zero, the patient is irrevocably dead. Until you stop working on the patient, he or she is not considered dead for the purposes of using the Field Medic's medical miracle class feature. If you stop

performing surgery for longer than a single round, your patient is considered dead.

Experimental Medicine (General)

You practice cutting edge surgical and chemical techniques, pushing the limits of modern medicine.

Prerequisite: Surgery, Treat Injury 4 ranks, Craft: pharmaceutical 4 ranks, Research 1 rank

Benefit: If you try a medical technique and it fails to aid the patient, you learn from your mistakes. Each failure (assuming the patient survives) gives you a cumulative +1 modifier on all future Treat Injury or Craft: pharmaceutical checks made to aid that patient. The maximum possible bonus is equal to one plus your INT modifier (minimum two points).

Fast Rope Training (General)

You've trained extensively in mountaineering, rappelling and zip line rappelling, and are skilled at making dangerous ascents when under fire.

Prerequisites: Climb 4 ranks, DEX 13+

Benefit: You do not lose your DEX bonus to Defense and are not considered flatfooted while climbing. When using a rappelling harness to quickly descend, you may move at up to double your normal movement rate as a move round action, which only requires a single Climb check to successfully complete.

Normal: Climbers lose their DEX bonus to defense, and making a double move while climbing is a difficult, risky proposition.

Fearsome Violence (General)

You have honed your terrifying presence on the battlefield, and you know the value of a public execution for cowing the weak-minded. Each life you take only seems to make you more terrifying.

Prerequisite: Frightful Presence

Benefit: Each time you kill a living creature, all opponents within 10 ft of you who clearly witnessed the murder and have fewer levels than you must make a WILL Save (DC 10 + $\frac{1}{2}$ your level + your CHA modifier + the number of opponents you have slain during the encounter).

Each time you kill another creature, the save DC increases by one, and all creatures within range must succeed at a new save. Creatures who fail their save are *shaken*, suffering a -2 penalty on attack rolls, saves and skill checks equal to 1d6 + your CHA modifier.

If you have the Renown feat, the WILL Save DC is increased by 5.

Normal: Once a creature saves against your Frightful Presence ability, it cannot be affected by the ability for 24 hours.



Felony Run (General)

You are skilled at evading police and military pursuit, both during chases and active pursuit and long term, when you go to ground and seem to disappear off the grid.

Prerequisites: Low Profile

Benefit: You receive a +2 circumstance bonus on Drive and Pilot checks made to evade or confuse pursuers during a chase. In addition the difficulty of tracking you with the Survival skill in a wilderness setting or via Gather Information in an urban setting is increased by +4, assuming you take reasonable precautions.

You receive a +1 circumstance bonus on all Wealth checks made to purchase items illegally or on the black or grey market.

Field Mechanic (General)

You know how to get the most utility out of discarded parts and junk technology. Your sputtering, broke down creations might not be pretty, but they get the job done.

Prerequisite: Gearhead

Benefit: When you use the Repair skill to jury rig a broken machine, your repairs last for one day per point by which your Repair check result beat the DC. When the machine does inevitably break down, it still must be fully repaired before it can function again.

Normal: Jury-rigged repairs only remain functioning until the next encounter.

Free Runner (General)

You've spent your life running from cops, darting along rooftops and leaping from fire escape to fire escape. You are trained in parkour, and can perform amazing acrobatic feats, making jumps that even Olympic champions would find impossible.

Prerequisites: Acrobatic, Jump 8 ranks, Climb 2 ranks, Tumble 2 ranks

Benefit: You may make a vertical leap without needing to make a running start. However, if you can make a running start of at least 20 ft, you receive a +4 bonus on the Jump check. In addition, you receive a +2 competence bonus on Climb and Tumble checks made in urban environments.

Normal: A running start is required to make a vertical leap.

Gonin-Gake Karate (General)

You are at your best when fighting outnumbered, moving from one adversary to another with brutal efficiency, and leaving no corner undefended.

Prerequisite: Defensive Martial Arts, Mobility, Cleave, base attack bonus +4

Benefit: No adversary can gain a flanking bonus against you in melee combat.

Normal: Adversaries that are flanking you and their nearby allies gain a +2 bonus on their attack rolls against you.

Ground Fighter (General)

You are skilled at fighting on the ground, slipping between your enemy's legs and exploiting gaps in their defenses.

Prerequisite: Tumble 4 ranks

Benefit: You suffer no penalty on melee attack rolls when fighting prone.

Normal: You suffer a -4 penalty on melee attack rolls while prone.

Handload (General)

You handcraft your own ammunition, not trusting anyone else to touch something that's going into your guns.

Prerequisite: Weapon Focus (any firearm), Base Attack Bonus +3, Craft (armorer) 2 ranks

Benefit: When firing hand loaded ammunition, your specially formulated, specialty ammo ensures you do additional damage. You receive a +1 on attack and damage rolls with any fire arm when firing ammunition you've hand loaded yourself.

Harder Target (General)

You may be a target, but you refuse to be an easy one. You've been trained in anti-terror and anti-surveillance techniques and studied the realities of assassination and urban warfare to the point these lifesaving tactics are second nature.

Prerequisite: Alertness, Spot 8 ranks

Benefit: Your subtle defensive regimen and well-honed paranoia provides you with a +1 deflection bonus to Defense against ranged attacks. You

also know how to maximize the protective benefits of cover. Any time you use cover, you increase the cover's effectiveness by one 'step' to a maximum of Total Cover.

Hard Landing (General)

You're tough and lucky enough to survive impacts that would splatter anyone else.

Benefit: Any time you suffer falling damage, or damage from a vehicular collision, you may spend an action point to transform the damage from lethal damage into subdual damage. You may activate this ability after the fall's damage is rolled, allowing you to save your luck for when you need it most.

Heavy Weapons Specialist (General)

Your size and combat savvy makes the obvious choice to carry heavy, squad support weapons, and thanks to your great strength and superb aim, you can inflict massive damage with these equally massive weapons.

Prerequisite: Exotic Firearms Proficiency (any), STR 15+

Benefit: You may add your STR modifier as a damage bonus on any exotic firearm you are proficient in.

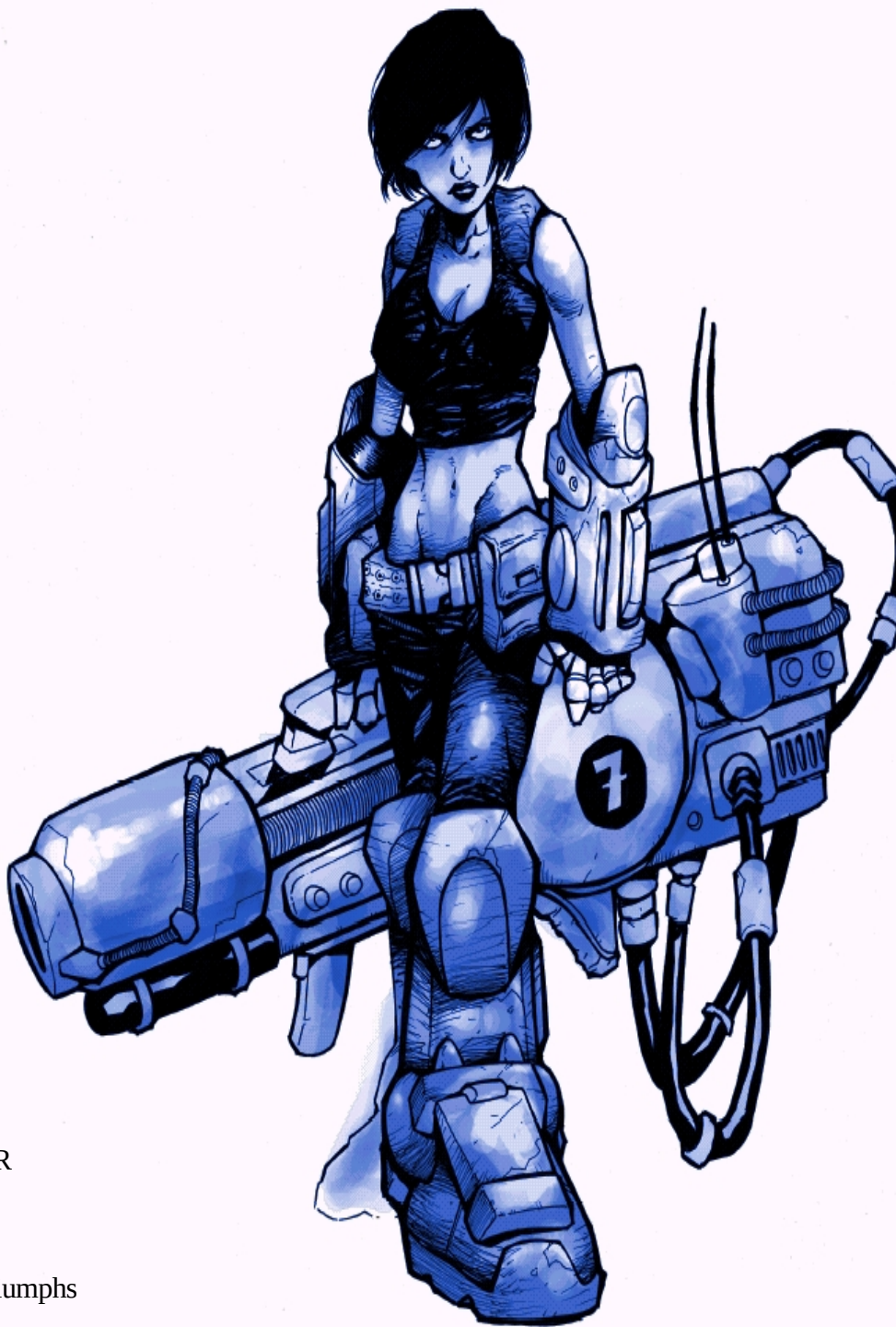
Normal: You do not add your STR modifier to damage with firearms.

Heroic Reputation (General)

You know how to turn battlefield triumphs into political capital.

Prerequisite: Renown

Benefit: Any time you (or a team you are commanding) defeats an adversary or adversaries with a combined CR or Hit Dice more than 1.5x your own, you may make a DC 20 Diplomacy check. Success indicates that your stunning victory increases your personal Reputation bonus by +1 point. You must have access to the media to gain the benefit of this feat.



Heroic Supremacy (General)

You are gifted with incredible natural talent, and have virtually unlimited raw potential. No matter your politics or moral code, you are destined for greatness and a recognized place in history. Characters with this feat can end a fight in a single decisive blow, and can turn the tide of an entire war through their deeds.

Prerequisites: CHA 13+, Heroic Surge, Power Attack, Iron Will, Base attack bonus +8

Benefit: When stacking multipliers (such as stacking critical threat multipliers) you combine the multipliers through multiplication, not addition. You multiply each modifier separately, resulting in much larger than normal values.

For instance, if you have a weapon with a x2 critical multiplier, and possess a feat or power which doubles the critical damage of that particular weapon, when you score a critical hit you inflict x4 normal damage.

Normal: When multipliers combine, they are added together. A x2 multiplier stacked with another x2 multiplier results in a net x3 multiplier.

Hotwire (General)

There isn't a vehicle on the planet that you can't steal quickly, quietly and efficiently.

Prerequisite: Gearhead

Benefit: When you use the Repair skill to hot-wire a vehicle, you receive a +4 circumstance bonus on the skill check, due to your familiarity with various vehicle electrical systems. You can hotwire a vehicle as a standard action.

Normal: Hot-wiring a vehicle is a full round action.

Hundred Hand Defense (General)

You move your hands so quickly they seem to blur together, and your amazing reflexes allows you to deflect bullets. It's like you had a hundred guardian hands surrounding you, pushing away danger.

Prerequisites: INT 13+, Combat Reflexes, Spot 4 ranks, Concentration 4 ranks

Benefit: Once per round that you would normally be hit with a ranged weapon (arrow, thrown weapon, or bullets) you can deflect the

projectile, so you take no damage from it. You may not deflect massive projectiles like a falling boulder, area effects, spells or supernatural energy blasts.

You must either have at least one hand free to use this attack or be armed with any knife or short sword, and you must be aware of the incoming attack, and not denied your DEX bonus to Defense.

Hundred Hand Deflection (General)

You are so skilled a martial artist that if an unwary enemy shoots at you, your retaliation is swift and lethal. You can slay an assassin with his own bullet.

Prerequisites: Hundred Hand Defense

Benefit: When you deflect ranged weapons fire with your Hundred Hand Defense feat, instead of merely deflecting the projectile, you can instead to use the projectile to your advantage. You may deflect the projectile to any chosen target within 30 ft. The projectile uses the attacker's original attack roll at -4, since deflecting the projectile robs it of some of its kinetic energy. If this beats the chosen target's Defense score, he or she suffers damage normally for that projectile.

Infiltrator (General)

You are a highly trained espionage agent, and can duplicate the mannerisms of your assumed persona without arousing your target's suspicions. You can safely imitate a target for days or weeks if necessary.

Prerequisites: Deceptive, Disguise 4 ranks

Benefit: Observers do not get any automatic Spot checks to notice inconsistencies and errors in your disguise. You must personally interact with a suspicious party, who must make a conscious effort to pierce your disguise with a Spot check.

Normal: Day to day interaction with a disguised agent allows marks an automatic Spot check each hour to see through the deception.

Improvised Weapons Master (General)

You have mastered the art of killing with anything that comes to hand, not just objects designed specifically as weapons.

Prerequisite: base attack bonus +1

Benefit: You may use virtually any hard object as an improvised weapon without penalty. In your hands, a Small or Medium sized improvised weapon inflicts damage equal to a dagger (1d4 slashing/piercing, crit 19-20 x2) or a long sword (1d8 piercing, 19-20 crit, x2) respectively. Alternatively, you may choose to use any Small or Medium improvised weapon as a club (1d6 bludgeoning, crit 20, x2) if you use it as such.

Larger improvised weapons scale up their damage normally.

When using an improvised weapon, you are considered both armed and unarmed, whichever would benefit you more at the time.

Normal: You suffer a -4 penalty on attack rolls made with an improvised weapon.

Improvised Shuriken (General)

If it can be thrown, you can kill with it. You've taken out enemies with unbent paperclips, hurled sharpened #2 pencils with lethal accuracy, and sliced throats with a playing card at 20 paces. You are a master of thrown weapons.

Prerequisites: Improvised Weapons Master

Benefit: You may throw any Small or smaller object as a shuriken-like weapon, which inflicts 1d2 points of slashing damage (20 crit, x3) and has a range increment of 15 ft. If you throw a medium object as an improvised shuriken the damage increases to 1d4 points, and may be either slashing or bludgeoning damage at your option.

Special: You may use ranged combat feats, such as Dead Aim, Far Shot, Point Blank shot and similar feats in conjunction with improvised thrown weapons.

Insinuation (General)

By finding common ground, you can twist a target's beliefs to match your own.

Prerequisites: Diplomacy 4 ranks, Knowledge: behavioral sciences 4 ranks, Sense Motive 4 ranks

Benefit: When speaking to any sentient character with an INT score of five or greater, you may attempt to change that character's allegiances and beliefs. You may only use this feat if you share at least one allegiance with the target at the beginning of the conversation.

After at least ten minutes of conversation, you may spend an action point and make a Diplomacy check (DC 12 + the target's WIS modifier), which is opposed by the target's Sense Motive check. On a successful check, you may alter any one of the target's allegiances to match one of your own. You may only use this ability once on any given character.

Jujitsu (General)

You are adept at using an opponent's strength and overconfidence against him.

Prerequisite: Defensive Martial Arts, Balance 4 ranks

Benefit: When making a Trip, Disarm or Grapple check, you may use your opponent's STR modifier in place of your own if it is greater.

Knife Fighter (General)

You prefer using knives in combat. They're quiet, concealable, and available in a way that fire arms and energy weapons can't be. Sure, a knife may not do as much raw damage as a bullet, but you've got a few tricks to get around that...

Prerequisites: Base Attack Bonus +3, Weapon Focus (any knife), DEX 13+

Benefit: When attacking with any knife for which have Weapon Focus, if that weapon inflicts d6 damage or less you have the ability to inflict potentially lethal slashes. Anytime you roll maximum damage (4 on d4 or 6 on d6), reroll the damage and add the new result to the total damage inflicted. If you roll maximum damage, re-roll again and continue adding to the total damage inflicted.

Additional damage from this feat is not multiplied on a critical hit.



Krav Maga (General)

You practice the brutal martial art pioneered by Israel's MOSSAD agency, a hard style focusing on quickly killing or incapacitating attackers.

Prerequisite: Power Attack, Streetfighting, Base Attack Bonus +4

Benefit: Any time your attack roll defeats your opponent's Defense score by 5 points or more, you inflict an additional 1d4 points of damage. This bonus damage stacks with additional damage gained from sources such as the Streetfighting feat, class abilities or supernatural effects, and is multiplied on a critical hit.

Local Hero (General)

You are a local celebrity, extremely well known in a specific city or neighborhood.

Prerequisite: Knowledge: local 4 ranks

Benefit: You may choose any small city or neighborhood within a larger city that you have lived in for at least a month. Your reputation bonus is doubled within this area. Additionally, you receive a +2 competence bonus on Spot and Search checks within the area. You are so attuned to the neighborhood; you can easily detect the unusual.

Meaningful Ink (General)

There's a flag sewn into your skin. Your scars and tattoos tell the world who you are, what you stand for, and you draw strength and courage from them.

Benefit: You've been extensively tattooed, scarred or branded, marked with designs that have deep personal meaning for you. Your markings grant one of the following the following morale bonuses:

- +2 morale bonus on Diplomacy and Gather Information checks against anyone sharing your allegiance.
- +2 morale bonus to any Perform checks made against anyone sharing your allegiance.
- +2 bonus on melee attack damage rolls against anyone directly opposed to your allegiance
- +1 morale bonus to Defense

Your tattoos are considered a holy symbol and divine focus for casting divine spells and using divinely inspired class features.

Drawback: Anyone seeing your highly detailed, wide reaching tattoos may attempt a DC 12 Knowledge check (the type determined by the GM based on the type of affiliation you claim). Success means the viewer easily knows the allegiance your tattoos represent. If you select this feat multiple times, each time the check DC decreases by 2 points.

Special: You may select this feat multiple times. Each time you do so, the feat and its benefits apply to a particular allegiance. Your allegiances

cannot be in obvious conflict. You may choose a different benefit each time, or select the same benefit multiple times, in which case the effects stack.

Military Teamwork (General)

You work well with your allies, and know the benefits of well practiced teamwork.

Prerequisite: Knowledge (tactics) 4 ranks, Base Attack Bonus +1, Combat Reflexes

Benefit: When using the Aid Another action in combat, you may aid all allies adjacent to you. You either provide these characters with a +2 bonus on their next attack roll, or a +2 bonus to AC against a specific opponent, depending on what aid you choose to give.

Normal: When using Aid Another in combat, you aid a single adjacent ally.

Missile Volley (General)

In one decisive shot, you can empty your missile tubes at a single target, unleashing a hellish fireball that can atomize a tank or shear the top floors off a skyscraper.

Prerequisites: Pilot 8 ranks; Advanced Firearms Proficiency or Full Autofire

Benefit: As a standard action, you can completely empty your vehicle or power armor's missile tubes, firing all your missiles simultaneously at a single target.

Each additional missile beyond the first adds +2d10 additional points of damage (maximum 20d10 additional damage), and increases the REF Save DC for half damage by +2. Each additional missile fired increases the resulting blast radius by 5 ft.

Multi-Weapon Fighting (General)

You've mastered a combat style that takes advantage of your non humanoid physique, using your additional arms to distract an opponent, as well as for offensive gambits that would be suicidal for an ordinary humanoid.

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

Normal: A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

Night-fighter (General)

Through hard-won experience and dedication, you have become as comfortable fighting during the dark of the moon as most men are fighting under the noonday sun.

Prerequisites: Spot 4 ranks

Benefit: You gain low light vision and *darkvision* with a 60 ft range.

Official Sanction (General)

You have the full support of a government or pseudo-nation, have legal powers and privileges usually reserved for senior agents and generals, and enjoy the financial and logistical support of your patron government.

Prerequisite: Elite Clearance

Benefit: You gain a +2 bonus on all CHA-based checks made against member of your patron's government military, police or combat volunteer forces.

Additionally, as often as once per day, you may spend an action point to gain temporary access to a +6 Wealth bonus increase, drawn from your government's funds. You must expend these resources before 24 hours elapse, or they are lost without effect. Alternatively, if you do not already possess the Squad Leader feat, you may act as if you possessed it for 24 hours after expending the action point.

Out-Colonist (General)

You have lived on a Terran out-colony, surviving on the rugged fringes of human controlled space. You are a technologically adept survivor and explorer.

Prerequisite: either Gearhead, Guide or Planetary Adaptation

Benefit: Your experiences in the out-colony have sharpened your survival skills and technical how-to. You receive a +2 bonus on Pilot, Repair, and Survival checks. You receive a +2 bonus on Treat Injury checks made to aid yourself, reducing the total penalty to -3. You can choose to attempt surgery on yourself.

Normal: You suffer a -5 penalty when using the Treat Injury skill to treat yourself. You cannot perform surgery on yourself.

Overcome Limitations (General)

You can use your special abilities more often than normal, and ignore the physical and mental limitations that hinder other metahumans.

Prerequisite: character level first



Benefit: You may use any class based skill or feat which is limited to a number of uses per day based on one of your attribute scores or modifiers an additional time per day.

Limitation: This feat does not affect the attribute based utility of a feat, merely the number of uses possible per day.

Special: This feat must normally be chosen at first level. If you have chosen this feat at first level, you may select it again anytime you are eligible to choose a new feat. You may select this ability up to 5 times, gaining up to 5 additional uses of any limited utility feat or class ability.

Painted Gladiator (General)

You are a member of Erik the Red's stable of nano-tech enhanced gladiators and shoot-fighters. You're allowed to compete in Paint matches and have willingly accepted the colorful, intricate nanotech tattoos that mark members of the fighting league.

Prerequisites: Base Attack Bonus +3, Brawl, Streetfighting, Meaningful Ink

Benefit: Your nanotech tattoos act as light armor, providing you with a +1 natural armor bonus to defense. Once per day, you can call upon the healing protocol built into the proprietary nanotech and instantly recover 1d6+ your CON modifier HP.

In addition, the nano-tats act as a combination personal computer and HUD. Your nanotats can display the distance and direction to any other character with this feat. Once within 30 ft of another Painted Gladiator, your HUD also displays the targets remaining and maximum HP, Base Attack Bonus and Touch Defense score. In addition, the nano-tats display a calendar of upcoming scheduled bouts, roster information and mundane data about the Painted league.

When within 30 ft of another character with this feat, the recording and broadcast implants built into the tattoos awaken. Until you move more than 30 ft from the other Painted character for more than 5 minutes, every physical sensation you experience is recorded in a full-sensory data file.

Erik the Red can remotely recover any such file; he'll edit interesting fights and publicly broadcast them.

Complex codes of honor govern unscheduled duels between Painted Gladiators. In most cases, unprovoked assaults on another gladiator, or continuing to attack a downed or helpless gladiator invites nearly instant and highly lethal retaliation from the league's other gladiators.

Parental Demeanor (General)

You have a comforting presence and calm demeanor that serve you well when dealing with young soldiers

Benefit: You receive a +2 bonus on Bluff, Diplomacy and Sense Motive checks made against any one in a younger age category than yourself.

Patient Sniper (General)

You are willing to wait hours, even days if necessary before making that one lethal shot that just might change the course of history.

Prerequisites: WIS 13, Far Shot Weapon Focus (any ranged)

Benefit: Before making a ranged attack, you may take a full round action to line up your shot. This grants you a +2 bonus on your next attack roll. Once you begin aiming, you cannot move, even to take a 5 ft step until the next attack is resolved, otherwise the benefit of the feat is lost. If your concentration is disrupted, or you are attacked before your next attack, the benefit of aiming is lost. A sniper may use any type of ranged weapon or spell when making this attack.

Penetrating Fire (General)

You can concentrate your fire, pouring round after round onto a target until you blast through even the most hardened defenses.

Prerequisite: Advanced Firearms Proficiency, Double Tap, Precise Shot

Benefit: When facing an adversary with any form of Damage Resistance, you may sacrifice one die worth of damage in order to temporarily lower the target's DR by five points. You may choose to reduce your weapon's damage any number of die

you feel necessary to break through the target's defenses. Regardless of how many die of damage you sacrifice, your ranged attack deals a minimum of one point of damage to the victim on a successful hit.

Limitation: You may only use this ability with a ranged weapon.

Perfect Metabolism (General)

Gene therapies and medical nanonics have improved mankind's standard of living. You have naturally evolved impressive healing gifts, equal or superior to any technological enhancement. You have a lean and muscular body that heals quickly and cleanly and requires far less sleep than your human counterparts.

Prerequisite: CON 13+, character level first only

Benefit: You are an evolved human. You recover lost hit points or ability damage at twice the normal rate. If you combine this ability with the Tough Hero's Stamina talent, you recover at 3x the normal rate. You only require half the sleep of an ordinary member of your species.

Drawback: Your strange anatomy and unusual cyber-load makes it more difficult for human medics to treat you. Medics suffer a -4 circumstance penalty on all Treat Injury and Craft: pharmaceutical checks made to aid you, unless they possess the Xeno-medic feat.

Precision Fire (General)

You can use a combination of amazingly quick reflexes and extensive training to do the nearly impossible: strafe an area with gunfire without hitting allies or potential hostages.

Prerequisite: Advanced Firearms Proficiency, Strafe, Precise Shot

Benefit: When strafing an area, you may designate a number of excluded targets in the area equal to your INT modifier (minimum one target). None of these excluded targets are harmed by your gunfire, all other targets in the area take damage normally.

Normal: All targets within range are injured when you strafe an area with a weapon set for full autofire.

Preferential Hunter (General)

Human beings have only one natural predator: other human beings who find sexual arousal in violence. These fearsome, sociopathic hunters have thoughts dominated by fantasies of extreme sexual violence and strange obsessions. The closer a victim's death sequence comes to the hunter's fantasy, the better.

Prerequisite: character level first only, any non-good allegiance

Benefit: You are a potential serial killer, sadist and lust murderer who targets a specific type of victim, who fits your fetish perfectly. When this feat is chosen, you define a favorite victim type, by defining five demographic categories: species, gender, race/ethnic group, age category and basic class membership. (*For example, your preferred target may be a white human male, in the young adult age category, with at least one Tough class level*).

The closer your target comes to your ideal victim, the more effective you are in hunting that victim-to-be.

If your target meets at least 3 of the five criteria, you receive a +2 bonus on melee damage rolls, on attack rolls when striking to inflict subdual damage, and Bluff, Hide, Intimidate, Move Silently and Survival checks made to track/trail the victim-to-be.

If the target meets four of the five criteria, the bonus increases to +3.

If the target meets all five criteria, the bonus increases to +4.

Powered Plus (General)

Advancements in science coupled with your drive to excel enable you to progress faster to becoming a legendary Powered Hero.

Benefit: You gain two talents from the Powered Hero's talent trees. You cannot select more than one talent from a single tree, and you must meet all of the prerequisites of a talent in order to select it.

Special: You may select this feat multiple times. Each time you do, you must select a different pair of talents.

Psychologist (General)

You are a trained psychotherapist, legally able to practice medicine, treat the mentally ill and prescribe medicine.

Prerequisite: Knowledge (behavioral sciences) 8 ranks, Medical Expert

Benefit: You receive a +2 competence bonus on all Profession (medical) checks. Additionally, by spending at least one hour in conversation with a sentient human, you may make a Knowledge (behavioral sciences) or Sense Motive check (DC



15). If the check succeeds, you receive an understanding of what mental illnesses, if any, the subject suffers from.

All future Treat Injury or Knowledge (behavioral sciences) checks made to treat that subject's mental illnesses receive a +4 competence bonus. In addition, all Bluff and Diplomacy checks made against that creature receive a +1 competence bonus. This bonus remains in effect for a number of days equal to your INT modifier.

Racial Exotica (General)

Your body bears subtle mutations that make you both more durable and more sexually appealing. Most noticeably, your skin is an abnormal but appealing color or texture- you might have a light pelt, iridescent scales, or seem to be made of more exotic matter. Some humans with this feat have translucent bodies that resemble glass sculptures, while others have gleaming steel skin. Once your unusual appearance is chosen, it cannot be altered.

Years of commercial and military grade gene-modding, alien/human mating and random evolution have permanently altered the human genome. The full details of your heritage may never be fully known, and while your features mark you as not completely human, your strange beauty and otherworldly appeal cannot be denied.

Prerequisite: character level first.

Benefit: You must select at least one 0 MP cosmetic mutation. When you do so, your exotic skin gives you a +1 natural armor bonus to Defense as well as a +4 racial bonus on sexually oriented Bluff and Diplomacy checks.

Limitations: Characters with this feat suffer a -2 penalty on Disguise checks.

Ranged Sabotage (General)

By targeting a machine's vital components with your ranged attacks, you can cripple the vehicle.

Prerequisite: Far Shot, Precise Shot, Base Attack Bonus +6, Craft: mechanical or Repair 4 ranks

Benefit: You may target any non-magical vehicle's vital components with highly accurate gun or arrow fire. On any successful attack that beats the vehicle's Defense score by 5 or more points, you may choose one of the following effects:

- The vehicle's top speed is reduced by 25%
- A secondary vehicle system (such as lights, radio, a specific weapon system, ceases to function).
- The vehicle's turn number increases by 2 squares.
- All Drive or Pilot checks made in the vehicle suffer a -4 penalty until it is repaired.
- One of the vehicle's tires is destroyed.
- The vehicle offers one 'step' less cover to its occupants.
- The vehicle cannot be used to perform Stunts until repaired.

Limitation: This feat does not apply to mecha or power armor, only conventional vehicles of any type.

Reconstructive Surgery (General)

You can re-knit muscle, repair shattered bone and rebuild scarred faces, returning your patients to physical normality after crippling injuries.

Prerequisites: Treat Injury 8 ranks, Surgery

Benefit: When this feat is first chosen, you specialize in treating injuries to any two of the following attributes: STR, CON, DEX and CHA. You may use your skills as a surgeon to remove permanent ability drain related to that ability. By making a Treat Injury check (DC 15 + the number of points worth of ability drain), you can restore some or all of the patient's physical capabilities. This check requires surgery and hospitalization, and requires at least 1d4 hours plus a number of hours equal to the number of ability points drained. Thus a patient who has suffered 3 points of STR damage would require 1d4 + 3 hours to treat.

A successful check restores 1d4 points of ability drain, plus 1 point for every three points by which the surgeon beat the Treat Injury DC. A character's attributes can never be raised higher than their original totals with this skill, and reconstructive surgery can only be attempted on a character once

in a 24 hour period. A patient who undergoes surgery is fatigued for 24 hours, minus two hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below six hours in this fashion.

Special: You may select this feat twice, to become proficient in treating various kinds of injuries.

Redliner (General)

You are one of the best pilots alive today, a veteran with thousands of flight hours logged, and you know how get maximum performance from your machine.

Prerequisite: Aircraft Operation, Pilot 8 ranks

Benefit: By spending an action point while particular aircraft, you may attune yourself to all aircraft of that type and model. When piloting an attuned aircraft, you can coax increased performance from the machine. In your hands, the aircraft's maximum speed is increased by 10 %, and its maneuverability is increased by one category (maximum Perfect maneuverability).

You may attune to any number of different types of aircraft.

Remote Operations (General)

You are trained in combat robotics and remote-piloting, and can take direct command of a linked android, mecha or combat drone.

Prerequisites: Gearhead, Comms Expert, Computer Use 6 ranks

Benefit: As a full round action, you can take direct control any combat drone, android, mecha or vehicle you are in real-time communications with and which is rigged for remote piloting.

While remotely piloting the drone, you act as if were present at the drone's location, perceiving the world through the drone's sensors. You may perform complex skills through the drone, assuming it has the physical capability to do so. However, skills are difficult to perform due to occasional signal lag and lack of fine motor control, imposing a -2 circumstance penalty on all skill checks made remotely.

The combat drone uses its own Base Attack Bonus while being remotely operated by you. You may attempt a DC 20 Computer Use check each round.

If the check succeeds, you may add your INT modifier as a competence bonus to the drone's BAB, which may increase the drone's number of attacks for that round.

Retro-tech (General)

You take great pleasure in kit-bashing outdated electronics and junk-shop oddities into working computer systems, and you sneer at modern technology in favor of the now kitschy technology of your youth.

Prerequisite: Builder or Gearhead

Benefit: By buying out of date, substandard equipment, you can find incredible bargains on computer equipment and electronics. By doubling the size and weight of a particular piece of equipment when purchased, you can reduce it's Purchase DC by 1.

You may also choose to buy difficult to operate equipment to reduce the purchase price farther. If the piece of equipment is so outdated it imposes a -1 penalty on skill checks associated with its use, you may reduce the Purchase DC by a further 1 point. You may choose up to impose a -3 skill penalty with the piece of equipment, reducing the Purchase DC by as many as 3 points.

Reverse Engineer (General)

By studying and disassembling recovered technology, you can make great technological strides.

Prerequisite: Gear Head, Knowledge: technology 8 ranks, Repair 4 ranks

Benefit: You may disassemble and study a piece of technology from a higher progress level including unusual technology that is magic-based or techno-organic in an attempt to understand how it works. The recovered tech is destroyed in the process, and the research and study requires at least 40 hours of work.

At the end of the study and experimentation period, you may attempt a Knowledge: technology check in an attempt to understand how the recovered device works. The check DC is based upon the Progress Level of the recovered tech. Recovered technology from PL 5 or less has a check DC 22. Each additional PL beyond PL 5 increases the Knowledge: technology check DC by +5 (to a maximum base DC 42 for PL 9 technology.) If the recovered tech is magic based or techno-organic, the check DC is increased by +2.

If your check is successful, you receive a permanent +1 rank in Repair and Knowledge: technology, regardless of your normal maximum ranks in these skills, due to the insights you gained studying the alien device. You may design and build devices similar to the recovered technology without penalty regardless of how much more advanced the device is in contrast to your culture's technology.

Satellite Recon (General)

You can request real-time data from any of the hundreds of spy satellites orbiting the planet.

Prerequisite: Squad Leader

General: When outdoors in any area which has a mostly clear line of sight to the sky, you may request satellite coverage. You must have a real time communications link to your patron government to activate this feat. Because of the technical limitations of satellites, you cannot use this ability under dense cloud cover, or during a rain or snowstorm, a blizzard or more intense weather conditions.

By succeeding at a DC 20 Knowledge: tactics check, you can route a satellite to provide coverage of your immediate vicinity. You can request an immediate copy of a tactical map, five miles on a square, centered on your current location. This tactical map is downloaded in PDF or JPG form to your gear, and is generated within 10 minutes, minus one minute for each 2 points you beat the check DC by (minimum one minute).

Once you have successfully requested a tactical map, you may also expend an action point to receive real-time satellite coverage and guidance of

an area. By doing so, a satellite operator remains in constant communications with you, advising you about the target area's dangers. Once the action point is expended, the satellite remains in close orbit over the targeted 5 mile x 5 mile area for 20 minutes plus 1d8 minutes, before the spy sat's orbit takes it out of the area.

You receive a new tactical map every minute for the effect's duration, and the satellite operator will provide real-time information about troop movements and activity within the covered area. You (and any team members in real time communication with you) are not considered flat-footed as long as the satellite provides data about enemy troop movements. The assigned satellite operator (s) has a +18 Spot check modifier to detect hidden foes, and the satellite effectively negates distance penalties.

The satellite operator can also be directed to search for or follow a specific target which must be size Medium or larger. While following a target, the satellite cannot provide per-minute tactical mapping or tactical spotting.

An unsuccessful check cannot be retried during that encounter. If the Knowledge: tactics check fails, you cannot route any satellites to assist you for the duration of the current encounter.

Scarred Survivor (General)

Your body bears hideous, deep and poorly healed wounds from a hundred desperate battles, but you have survived each one, despite the crippling carnage it inflicts upon you.

Prerequisite: Toughness

Benefit: Any time you are reduced to 0 HP or fewer, you may choose to permanently sacrifice 1d2 points from any one of your attributes. You instantly stabilize and recover 1d4 HP, allowing you a second wind and a chance at survival, but leaving you with lasting and crippling battlefield injuries.

Once you choose to suffer a scarring wound to a particular attribute you may not suffer a wound to that particular attribute again until you have suffered wounds to all five other attributes. Thus, if your first wound is to your INT score, you cannot suffer another voluntary INT wound until you have suffered wounds to all 6 attributes.

Second Wind (General)

You're tough enough to take dozens of punches and stay on your feet, drawing deep on some hidden reserves of strength.

Prerequisites: Toughness, character level 5th

Benefit: As a move equivalent action, you may spend an action point and instantly recover a number of hit points equal to your CON modifier + 1d8. This feat cannot increase your HP past your normal maximum, excess healing is simply wasted.

SERE Training (General)

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 saves and level checks to resist intimidation, interrogation, torture, and brainwashing, including through psionic or magical means.

Set the Pace (General)

You know how to control the momentum of a battle, how to use distractions and perfectly timed feints and counterattacks for maximum tactical benefit.

Prerequisites: Combat Reflexes, Decisiveness, Improved Initiative, Knowledge: tactics 8 ranks

Benefit: By spending an action point, you can force the battlefield to conform to your timetable. You force all sides involved in a battle, including yourself, to reroll initiative. Using this feat is a free action, which may be preformed at any time, even during another creature's turn. With proper

timing, you can use this feat to deny an enemy a chance to act.

Because you know this shocking reversal is coming, you receive a +4 bonus on your initiative check, which stacks with the bonus from Improved Initiative, and you can extend this bonus to a number of allies equal to your INT modifier. The round immediately after this ability is used is considered a surprise round.



Sidestep (General)

In combat, you have the ability to anticipate your opponent's moves and slip into his blind spot.

Prerequisites: Dexterity 13+, Dodge, Mobility

Benefit: When an opponent in an adjacent square takes a single 5-foot step to a square that you do not threaten, you move into the square the opponent just left. You may use this ability once per round.

Silencing Strike (General)

With a quick strike to an opponent's throat, you render him incapable of speaking or calling for help.

Prerequisite: Combat Martial Arts, Improved Combat Martial Arts

Benefit: When you successfully make an unarmed or melee attack against a subject, if your attack roll beats his Defense score by more than 5 points, in addition to dealing damage, you have silenced the victim with a sharp jab to the throat. The victim cannot speak or make any vocal sounds for 1d4+1 rounds. A DC 12 Treat Injury check can quickly restore the wounded creature's ability to speak. You may also spend an action point to activate this feat on any successful hit.

Smoke Eater (General)

You've trained extensively in firefighting, search and rescue and damage control.

Prerequisite: Great Fortitude or Endurance

Benefit: You receive a +1 bonus on Spot, Survival and Demolitions checks. Additionally, you no longer suffer concealment penalties associated with smoky environments, and can see almost normally even through the thickest smoke.

You receive a +1 competence bonus on FORT saves made to resist tear gas or inhalation toxins.



Special Forces Training (General)

You have undergone extensive guerilla and unconventional warfare training, and know how to operate behind the lines without supplies or support. Your training encompasses raising popular support or spreading fear through terror tactics, as well as survival combat expertise.

Prerequisites: Knowledge: tactics 6 ranks, Survival 4 ranks, Base Attack Bonus +3

Benefit: Your training emphasizes stealthy, silent and tactically perfect assaults. As often as once per encounter, you may reroll any failed checks with the following skills: Demolitions, Disable Device, Hide or Move Silently.

You may also choose to reroll melee attack damage made against any living creature with a reasonably normal anatomy. This reroll takes no time, and is considered part of the failed check. You must accept the result of the reroll, even if it is worse than the first.

Special: If used in conjunction with the Squad Leader feat your effective character level is raised by +1 for the purpose of recruiting follows and cohorts from the local population.

Spec Ops Stealth (General)

Your elite military training allows you to move quietly and attack unnoticed even when carrying the backbreaking load all infantrymen carry.

Prerequisites: STR 13+ Hide 4 ranks, Move Silently 4 ranks

Benefit: You do not suffer from armor check or encumbrance penalties on Hide and Move Silently checks, no matter how much gear you are forced to carry.

Normal: You cannot use stealth effectively when heavily encumbered.

Squad Leader (General)

You are a skilled commander, able to lead and inspire troops. You can attract bodyguards and personal champions, as well as an array of followers.

Prerequisite: Elite Clearance, Knowledge: tactics 9 ranks, CHA 13 +

Benefit: You can take command of small and mid-sized military units, as well as attracting a personal champion, bodyguard and aide de camp. The size and skill of the units you can assume command of is determined by the Squad Leader's total character level. Certain circumstances and feat choices can raise or lower the Squad Leader's effective character level for the purposes of this feat.

You may select a single cohort/personal guardian. Your cohort is an NPC whose total character level/challenge rating is no more than 60 % your own. Working in conjunction with the gamemaster, you may design this NPC, using any combination of racial levels, templates, and basic

and advanced classes, so long as the resulting combination of factors has a CR no greater than 60 % of your own.

No cohort, no matter your Squad Leader level, can ever have a CR/ECL greater than your own. If your cohort is slain, retires or is released from service, you may replace the cohort within 1d4+1 months.

Your cohort can potentially be any class, race or species, though the cohort cannot be personally opposed to you or your goals. Your cohort is considered a party member, and affects the distribution of XP during battles. In addition, you (or your patron organization) are responsible for the upkeep and salary, if any, paid your cohort, as well as for equipping the cohort. Your cohort is typically trustworthy, and will follow your orders under normal circumstances, but is an individual with his or her own opinions and goals.

If your effective character level for the purposes of the Squad Leadership feat is 10th or greater, you can also recruit small and mid-sized squads of less skilled individuals. These individuals are built using Ordinary class levels, and are equipped as normal for NPCs of their class level. These followers have allegiances and goals similar to your own, but may occasionally question your orders or disobey, especially if mistreated, and possess average attribute scores.

If you or your patron maintains a standing army, you can activate and prepare your squad for movement within a few hours, sometimes less. If you personally recruit followers, the process can take weeks or months. The game master determines transport and mobilization times based on particular circumstances and common sense.

You can recruit 5 character levels worth of Ordinary followers per each Leadership character level. You may assign these Ordinary character levels in any way you see fit. As a 10th level Squad Leader, you could recruit one follower with 5 character levels, or 5 1st level followers. In contrast, a 15th level Squad Leader could recruit upto 25 character levels of followers: five 5th level veterans, or a squad of 25 1st level recruits, or any other combination.

Effective character level for Squad Leadership

Various factors can raise or lower your effective character level for the purposes of how powerful of a cohort and how many followers you can command. These modifications to your Squad Leader level only apply to this feat, not any other calculation of effective character level.

Design Note: This feat is a modification of the rules for Leadership, cohorts and followers found in the D20 Fantasy SRD, and is designed for use in modern military and espionage campaigns.

Leader's Traits	ECL Modifier	Leader's Traits	ECL Modifier
Has the Renown feat	+3 ECL	Recruits a cohort of an opposed allegiance or a racial/species enemy	-4 ECL
Leader has a military focused social interaction feat (such as Trust Worthy, Elite Clearance, ect)	+2 ECL per feat	Recruits a cohort from a foreign nation	-2 ECL
Each point of CHA modifier past +2	+1 ECL	Reputation for cruelty, incompetence or non-professionalism	-2 ECL
Wide reputation for fairness and good leadership	+1 ECL	Caused the death of a previous cohort of large numbers of followers, especially needlessly	-2 ECL each incident
Known for sacrifice and courage in defense of troops	+1 ECL	Leader rarely trains, interacts or addresses the squad	-2 ECL
Recent high profile victory or major success	+1 ECL	Recent high profile failure or public humiliation	-2 ECL
Has a military-related affiliation	+1 ECL	Leader is a Mutant or other undesirable species	-1 ECL

Stranglehold (General)

You know how to apply lethal pressure, quickly knocking out or killing a grappled adversary.

Prerequisites:

Brawl or Combat Martial Arts, base attack bonus + 2

Benefit: If you pin an opponent while grappling, and maintain the pin for one full round, at the end of the round the victim must make a FORT save (DC 10 + $\frac{1}{2}$ your total character level + your WIS modifier). If the saving throw fails, your opponent falls unconscious for 1d4 rounds.

If you maintain the stranglehold, your must begins suffocating, and must begin making Constitution checks each round to avoid death. See pg 213 of the D20 Modern campaign setting for additional details.



Super Heavyweight (General)

You are a sheer wall of muscle, capable of incredible feats of strength.

Prerequisites: STR 15+, CON 13+, Toughness

Benefit: Your great strength allows you to function as if you were a size category larger. Whenever you are subject to a size modifier (for grapples, bull rush attempts, and trip attempts) you are treated as if you were the next larger size category, if that would benefit you.

You are considered one size category larger for the purpose of determining if special attacks (such as swallow whole) can affect you. You can use weapons designed for creatures in the next size category without penalty, and your lifting and carrying limits are increased, as if you were truly larger.

Tactical Precision (General)

You can find the weak points in any thing, even the most heavily armored targets and those with anatomies that don't follow the usual rules of logic and biology.

Prerequisites: Base attack bonus +5, Precise Shot, Spot 8 ranks

Benefit: You can inflict critical hit damage and precision based damage upon creatures normally immune, such as Undead, Constructs, Elementals, fortified cyborgs and some military robots, as well as Lifechained creatures with the Unearthly Durability feat, among others.

Normal: Undead and other exceptionally durable, alien creatures are immune to the extra damage from critical hits and precision based attacks.

Truthseeker (General)

You are especially committed to bringing secrets to light and bringing justice to criminals.

Benefit: You receive a +2 bonus on Investigate and Sense Motive checks, and on WILL saves to resist illusions.

Two Fisted Scientist (General)

There's occasionally a time when even the most lab-bound scientist needs to roll up his white lab coat's sleeves and get down to business.

Prerequisite: Defensive Martial Arts, Profession (any scientific) 4 ranks, Knowledge (any) 6 ranks

Benefit: Despite being a lab-rat, you've learned a few things about defending yourself, especially against bruisers who only think with their fists. If you have a higher INT modifier an opponent you are facing in melee combat, you may add the difference between your two modifiers as an insight bonus to either your attack rolls or defense score. You know how to fight scientifically, and exploit openings.

For example, if you have a +3 INT modifier, and you opponent has a +1 INT modifier, you would receive a +2 insight bonus to your combat checks when facing that adversary. If you later got into a brawl with an opponent with a +3 or higher INT bonus, this feat wouldn't provide any benefit. This ability provides no bonus when used against non sentient creatures (a Kodiak bear), mindless, emotionless or completely unintelligent creatures (zombies) or non-sentient robots.

You may choose to assign your insight bonus to either offense or defense each time this ability is activated. You may swap between the two combat modes as a free action. Once chosen, your combat mode remains in effect until the beginning of your next term.

Urban Ghost (General)

You are adept at hiding among crowds, moving unnoticed and avoiding the omnipresent security cameras and sensors of 21st century America.

Prerequisite: Stealthy, Knowledge:

streetwise 4 ranks

Benefit: You receive a +4 bonus on Hide and Move Silently checks in a crowded urban environment. If you choose to move at half your speed or less in an urban environment, you may make a DC 18 Spot check to spot non-concealed cameras and surveillance devices, such as store security cameras, ATM cameras, and similar devices. Success allows you to move in such a way that the camera captures no usable images of your face. You may retry a failed check once per round.

You must make Spot checks normally to spot concealed surveillance devices.

Urban Scavenger (General)

You're far from rich, and can make do by purchasing used and sub-standard equipment. Pawnshops are your friend.

Benefit: When purchasing a piece of equipment with a Purchase DC of 16 or lower you may double the shopping time in an attempt to find a used version of the piece of equipment. Assuming you can find the object used, the purchase DC is lowered by 1d4+1 points, to a minimum of Purchase DC 1.

Urban Tracking (General)

You can track down the location of missing persons or wanted individuals.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community population and the conditions:

Population	DC	Number of Checks
Fewer than 2,000	5	1d4
2,000-9,999	10	1d4+1
10,000-49,999	15	2d4
50,000-99,999	20	2d4+1
100,000-499,999	25	3d4
500,000+	30	3d4+1

Condition	DC Modifier
Every three creatures in the group being sought	-1
Every 24 hours the quarry has been missing or sought	+1
Tracked quarry lies low	+5

If you fail a Gather Information check, you can retry after 1 hour of questioning. The GM rolls the number of checks required secretly, so the player doesn't know exactly how long the task requires.

Normal: A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special: You can cut the time per Gather Information check in half (to 30 minutes per check rather than 1 hour per check), but you suffer a -5 penalty on the check.

Urban Warfighter (General)

You are skilled at navigating mazelike streets, fighting from cover, and surviving sniper fire from unseen insurgents.

Prerequisites: Knowledge: tactics 4 ranks, Knowledge: streetwise 2 ranks, Alertness

Benefit: Once per day, you can add your ranks in Knowledge: tactics as a bonus on any of the following rolls: Spot, Navigate, Hide, Move Silently, or Initiative checks. If you are attacked by a sniper,

and have not yet used this class feature for the day, you add your skill ranks as a bonus to your Defense score, which often keeps you alive long enough to seek cover.

Limitation: This feat only offers a benefit while you are in an urban area.

Veteran's Benefits (General)

You have served a recognized military and have been honorably discharged. You have been rewarded for your service financially and socially, and receive quality medical care from your former employer.

Prerequisites: Military or Law Enforcement starting occupation, Personal Firearms Proficiency, Profession (military) 2 ranks

Benefit: You reduce the Purchase DC of any medical care, including the implantation of cybernetics and gene-mods by 1d4+1 when receiving treatment from a military hospital. Your Wealth Bonus and Reputation score both increase by +1.

If making real-estate purchases, you may arrange loans and land grants through your former employer, reducing the Purchase DC by 2.

Depending on your branch of service, you might receive other minor in-game benefits, such as the right to shop at tax free base exchanges, qualification for loans, and the like.

Vicious Speed (General)

Your speed, brutality and combat efficiency catches your enemies off guard. You're on top of them before they have a chance to defend themselves.

Prerequisites: Great Cleave, Base attack bonus +5

Benefit: Your incredible speed provides you with a +2 competence bonus on attack rolls made for the additional attacks you are allowed by the Cleave and Great Cleave feats.

Warrior Prodigy (General)

You are a master of armed and unarmed combat.

Prerequisite: Combat Martial Arts

Benefit: You increase your Base Attack Bonus by +1, which may increase the number of attacks you can make per round.

Special: You can select this feat up to five times; its effects stack. Even if your BAB exceeds +20, you do not receive more than four attacks per round, as per the rules in the D20 SRD for 'epic level' characters.

Weapons Cache (General)

You've set up safehouses and ammo dumps around the city, that you can quickly access in an emergency.

Prerequisite: Knowledge: tactics 8 ranks

Benefit: You can establish storehouses and safehouses around the city you currently live and operate in. The safehouse is usually a tiny, inexpensive apartment, self-storage unit, or may be located in an abandoned building or 'friendly' business. These safehouses do not need to be detailed, nor do their locations have to be specified until they are needed.

When the character needs to access the safehouse's contents, he spends an action point; a convenient safehouse is 'established' within 30 minutes of his current position. A character can use this feat a number of times equal to one plus his WIS modifier (minimum twice) each level.

You may stock the safehouse with an number of specific weapons or pieces of gear equal to twice your WIS modifier (minimum two weapons or items). The cached equipment must have a Purchase DC equal to 12 + your WIS modifier or less, and its 'purchase' does not significantly impact your wealth bonus. A supply of 1d4+1 clips of ammunition or e-clips are considered a single piece of gear.

Finding a character's safehouse or weapons cache requires a Gather Information or Research check (DC 28 + the character's WIS modifier). A

day after the character first accessing a cache, the base DC of the check drops to 14 + the character's WIS modifier. Once accessed, a weapon's cache's utility drops quickly.

Wheelman (General)

Nobody's better at driving the crew to or from a dangerous job than you.

Prerequisite: Vehicle Expert, Drive 4 ranks

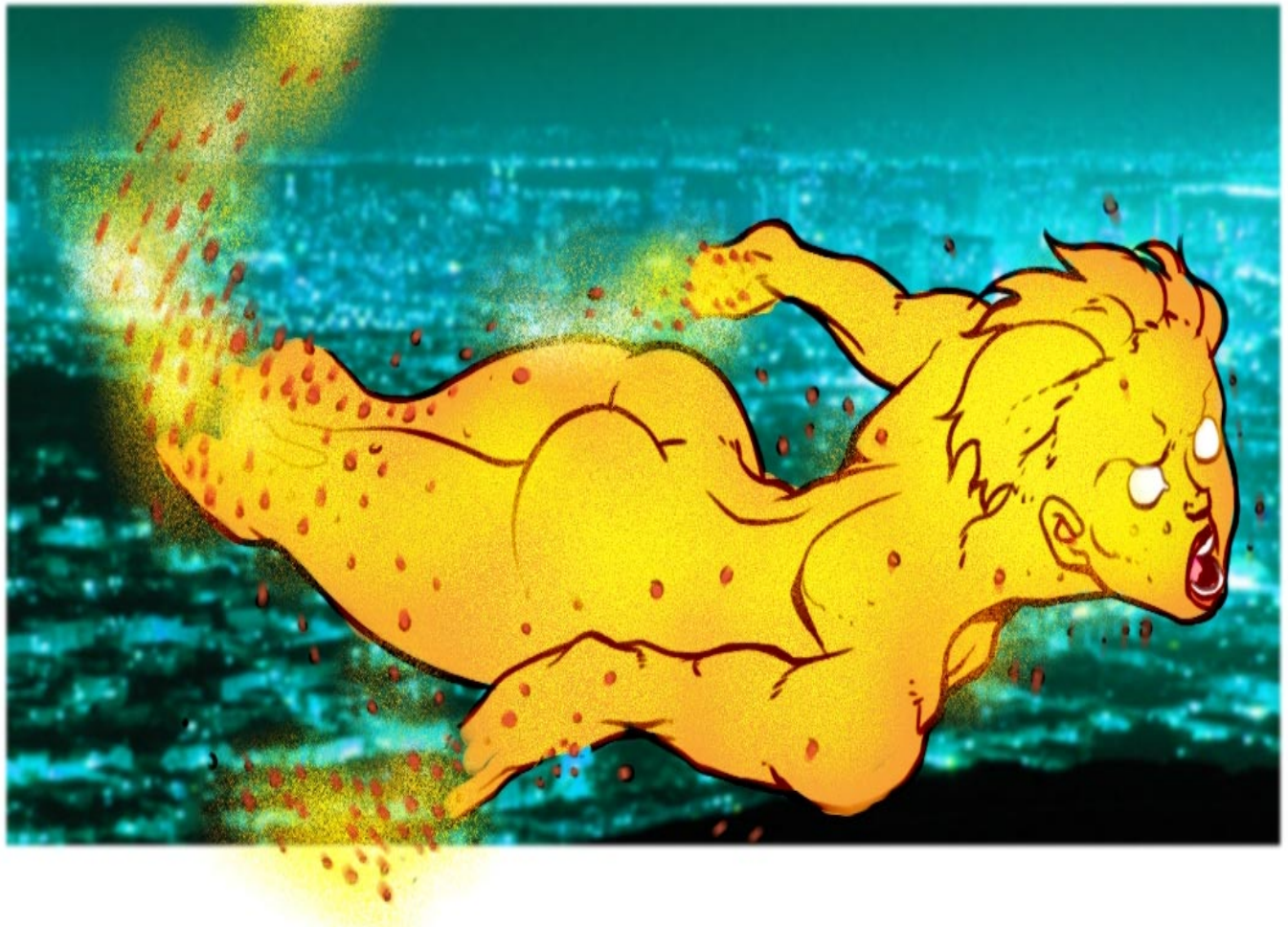
Benefit: When making a Hide check to lose a tail in traffic, or making a Bluff check to misdirect pursuit towards a dead end, receive a +6 bonus on the checks. Additionally, you receive a +2 competence bonus on all Drive checks made to attempt a Stunt with a specific category of ground vehicles (ie: all sports cars, all sedans, all trucks, all SUVs, all panel vans, semis, any motorcycle, ect).

Zero-G Commando (General)

You are trained to fight effectively in zero gravity conditions.

Prerequisite: Zero-G Training, Base Attack Bonus +3

Benefit: You receive a +2 bonus on attack and damage rolls made in zero-g conditions. In addition, when in zero-g conditions, your flight speed is increased by +30 ft thanks to your knowledge of how to maneuver in null-grav conditions.



RACIAL FEATS

Racial feats are a new addition to Psi-Watch: Unlimited Edition. Racial feats are available to specific species, and are designed to shore up racial weaknesses or further exploit racial advantages. Characters who take racial feats are often respected or feared leaders and paragons among their own kind.

Bloody Armor (Blooded Ghost)

Your Blood Sheath is woven with dense long-chain organic polymers. Though it perfectly duplicates the texture of human skin, your Blood Sheath is as bullet proof as Kevlar.

Prerequisite: Blooded Ghost, CON 13+

Benefit: When wrapped in your Blood Sheath, you receive 20 bonus HP, which are lost first. These bonus hit points represent your Sheath's ablative armor qualities.

Bloody Emergence (Blooded Ghost)

When you rip free of your Blood Sheath, your body instantly breaks down the discarded tissue, quickly cannibalizing it to heal any injuries.

Prerequisite: Blooded Ghost

Benefit: When emerging from your Blood Sheath, or if it is destroyed while you are still

wearing it, you instantly recover a number of HP equal to your total character level + your CON modifier (minimum two HP). This ability cannot raise your HP total higher than its normal maximum; excess healing is simply wasted.

Cannibalistic Imitation (Blooded Ghost)

Your body has mutated to the point where you can absorb the genetic memory stored in a victim's RNA by consuming his flesh. By consuming the flesh and blood of your adversaries, you can better imitate them, right down to their metahuman talents.

Prerequisites: Talent Mimicry

Benefit: By consuming at least 2-3 lbs of flesh and blood from a victim, which is a full round action for a voracious Blooded Ghost, you gain the ability to use any Psionic Precursors and Psionic feats possessed by the victim. These stolen talents remain for up to 24 hours; if the powers were usable at will, you may use them at will during this time. If these powers had daily use limits, you may use them once. In either case, stolen powers fade 24 hours after consuming the tissue.

The meat taken from the victim must be fresh, no more than an hour old to gain the benefit of this feat. You may only steal powers from one victim at a time. If you later consume a different victim, your initial stolen powers fade and are replaced by your latest kill.

Inevitable Victory (Blooded Ghost)

Humans can never understand the way Blooded Ghosts perceive time, not really. You have seen the eventual liberation of your race, its victory cast like a shadow on a wall. Occasionally you catch fleeting glimpses from further up the time stream, when the Blooded Ghost race brings down the Psi-Watch orbital platform, and begins its long awaited counterstrike against their hated enemies, the Culture.

Prerequisites: Blooded Ghost, Precognitive Dreams

Benefit: A number of times per day equal to 3 + your INT modifier, you may attempt an Intelligence check (DC 8 + your opponent's CR or

Hit Dice) If this intelligence check succeeds, you recover a memory shared by a Blooded Ghost in an alternate future that reveals how your enemy was finally brought down by some futuristic Blooded Ghost warrior.

If the Intelligence check succeeds, you learn:

- Your target's Defense Score, including touch and flatfooted scores.
- If your target has any form of resistances or immunities, including Damage Reduction.
- If your target suffers additional damage from any type of attack, and if so, which kind.

Making this check is a free action. You may not take 10 or 20 on this check and may not retry a failed check against the same target for at least 24 hours. A failed check expends a daily use of this feat.

Special: Because of how they warp causality, you receive a +5 competence bonus on Intelligence checks made to receive insight into characters who have chosen the Time Crosser starting occupation.

Scorpion Hunter (Blooded Ghost)

You have reclaimed a genetic trait that so-called 'civilized Blooded Ghosts' evolved past, a dangerous scorpion-like tail able to cleave through a man's chest in a single strike. You are celebrated by your own kind, since your tail is symbolic of the Ghosts in their natural state, millions of years before the disastrous war with the Culture began.

Prerequisites: Blooded Ghost, Combat Reflexes, character level first

Benefit: Your tail and stinger are dexterous enough to hold objects, but are not supple enough to use objects or wield weapons. Your stinger is a natural weapon which provides you with 10 ft reach. You may still threaten areas around you with your stinger, simply by making shorter thrusts.

Your stinger is a secondary natural attack form which inflicts 1d6+STR modifier points of piercing damage, and threatens a critical hit (x2) on a natural 19-20. In addition to the physical damage, your stinger is a vector for a dangerous neurotoxin.

Anyone struck by the stinger must succeed on a FORT Save (DC 12 + your CON modifier). Initial and secondary poison damage is 1d4 points of temporary INT and DEX damage.

Talent Mimicry (Blooded Ghost)

When wrapped in your transformative blood sheath, you can tap into the unique skills of those you imitate.

Prerequisite: Blooded Ghost race, Disguise 4 ranks

Benefit: When imitating a specific character using your racial Blood Sheath ability, you gain a +1 insight bonus in any skills the imitated character has at least 5 ranks in, as well as gaining the ability to speak any languages known by your target. You may use these skills untrained.



Activator (Challenger)

You can unlock latent psionic potential in others with just a touch.

Prerequisite: Challenger race, Attentive

Benefit: By spending an action point and making a melee touch attack against any sentient but non-Psionic humanoid, monstrous humanoid, giant or dragon with INT and WIS scores of at least 10, you can grant that character psionic talents.

The touched creature gains the Psionic subtype and may immediately select any Psionic Precursor feat it meets the prerequisites for. A creature can only be activated and benefit from this feat once.

Aura Flare (Challenger)

You can energize the electromagnetic aura of psionic creatures in the nearby vicinity, making them plainly visible to others as they are to you.

Prerequisites: Challenger

Benefit: A number of times per day equal to three + your WIS modifier (minimum three times daily), you can ‘flare’ all psionic auras in a 60 ft radius as a move equivalent action. All creatures with the Psionic subtype become brilliantly illuminated, imposing a -20 penalty on their Hide checks. You and all your allies receive a +1 bonus on attack and damage rolls against ‘flared’ targets; targets affected by this ability treat Cover and Concealment as being one ‘step’ worse for the duration of this effect. The aura flare remains in place for one minute after activation.

Instinctive Vigilance (Challenger)

Your superhuman senses give you an instinctive awareness of the presence and intentions of psi-capable opponents.

Prerequisites: Challenger species, Combat Reflexes

Benefit: You are never considered flat-footed when attacked by an opponent with the Psionic Subtype. Additionally, you receive a +2 insight bonus on Initiative checks made against creatures with the Psionic subtype.

Revelation Flare (Challenger)

A paranoid thought from you sends out a pulse of discordant psionic energy which reveals hidden and disguised adversaries.

Prerequisite: Aura Flare

Benefit: A number of times per day equal to one plus your WIS modifier (minimum once daily), you can ‘flare’ all disguised psychics within 60 ft as a move-equivalent action. Any invisible shape changed or psionically disguised creatures with the Psionic subtype are revealed. Creatures disguised by mundane or high tech means suffer a -10 penalty on the Disguise check, as their natural features glow brightly beneath their concealment.

Unconscious Imitation (Challenger)

Your latent psionic talent initially manifested itself as an unconscious empathy. With time, you slowly become more like those you admire.

Prerequisite: Challenger, character level first

Benefit: Each day upon awakening you designate one person you are closely associated with, typically the squad member with the highest Charisma score. Your primary allegiance changes to match that person. You may use this person’s Base WILL Save in place of your own if it is higher, and gain a +1 insight bonus on any skills this person has at least 5 ranks in.

You may change this imitation each day, and may do so uncontrollably when introduced to an especially charismatic PC or NPC.

Chaotic Redevelopment (Cityborn)

Cities grow and change, with houses, churches, businesses, schools and hospitals all being built, changing hands and eventually being torn down to make way for new structures. You have tapped the pulse of the city, and can quicken the changes occurring in your beloved city.

Prerequisites: Cityborn race, Concrete Quagmire, Craft (structural) 4 ranks, Knowledge (streetwise) 8 ranks

Benefit: You can raise permanent walls and make minor changes to the layout of buildings, which though created by psionics, look like ordinary construction. By spending an action point, you gain the ability to make minor and permanent changes to the urban landscape for a number of rounds equal to your INT modifier (minimum one round). You may make one change per round, as a standard action for the duration of this effect.

You may:

- Create or demolish one wall or obstruction up to 3 ft thick by 10 ft tall.
- Create a 5 ft square pit, tower or hill. You can change elevation by up to 10 ft per round.
- Change the architectural style or decoration of up to a 20 ft square room. Examples include altering furniture, paint color, the placement of windows.
- Create or remove up to total cover for one Large or smaller character.

Your ability to manipulate the city extends to your line of sight, out to a maximum 100 ft radius. You must be in a city with a population of at least 500,000 to use this ability.

Concrete Quagmire (Cityborn)

You can take telekinetic control of the substance of the city you protect, turning concrete and pavement into dangerous bogs. Pavement and concrete melts and forms whipping tendrils. Power lines, shingles, other debris seems to animate and reach out to ensnare your opponents.

Prerequisite: Cityborn race

Benefit: As a free action once per round, you can create rough terrain (halves movement rate) in up to five individual 5 ft squares visible to you and within 100 ft. You can even create rough terrain in mid-air to slow flying adversaries, if necessary. Once created, these fields remain in existence until your next turn, unless you choose to maintain the same rough terrain squares on successive rounds.

You may only use this ability in an urban environment.

Skyscraper Punch (Cityborn)

Your cities empower and protect you, and give you the strength necessary to protect them.

Prerequisite: Cityborn race, Power Attack

Benefit: When using the Power Attack feat, you inflict additional damage based upon the size of the city you are currently residing in. When fighting in any city with a population of at least one million you may add your CHA modifier as bonus damage on any attack enhanced by the Power Attack feat.

If fighting in a city with a population of at least five million, you may add both your CHA modifier and ½ your total character level as a damage bonus to attacks enhanced by the Power Attack feat.

Swimming Through Tarmac (Cityborn)

Your presence desolidifies the ground, allowing you to sink down into tarmac or concrete and swim through a sidewalk as easily as an ordinary human swims through water.

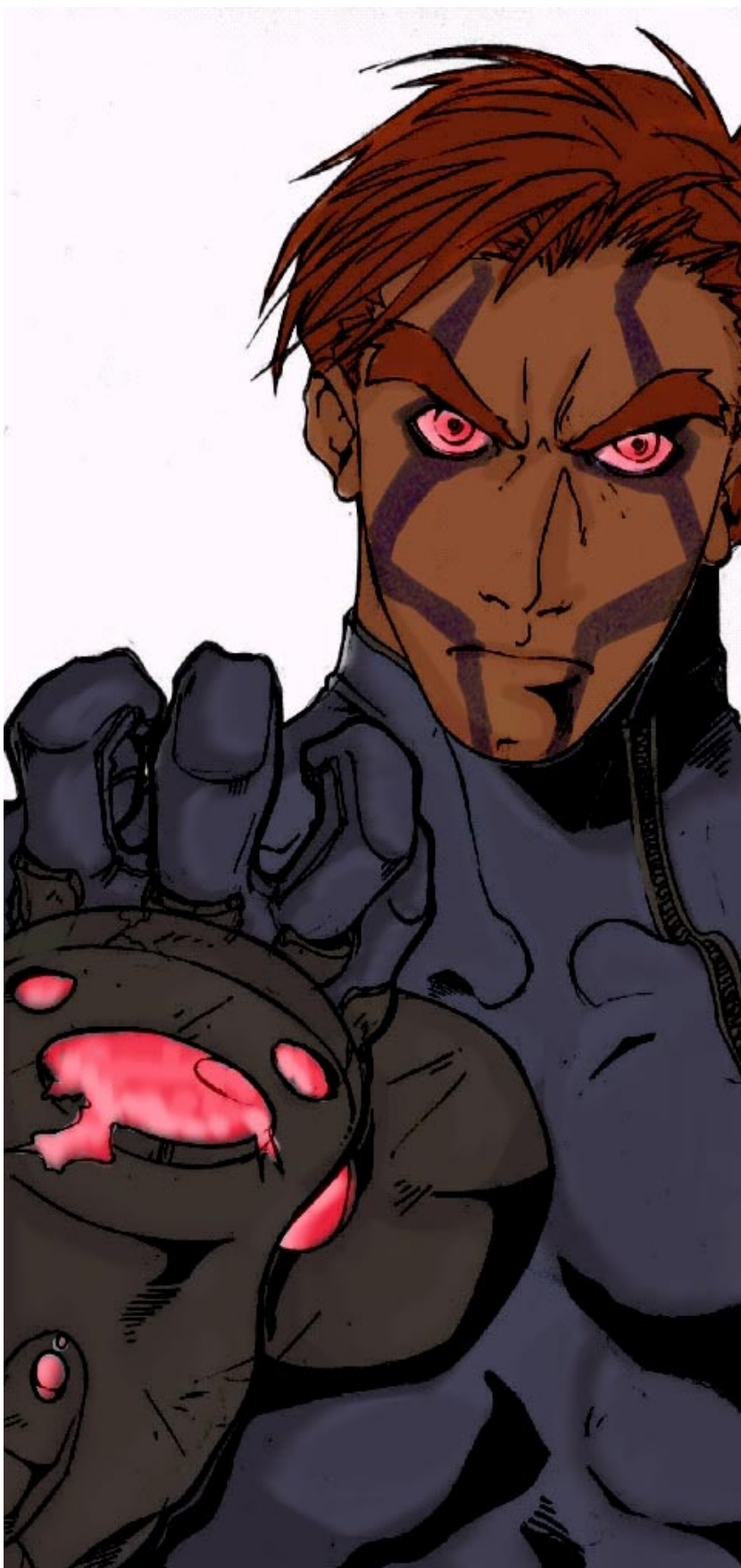
Prerequisite: Cityborn

Benefit: A number of times per day equal to three plus your DEX modifier (minimum three times daily) you gain a modified burrow speed which allows you to swim through tarmac, concrete, pavement or other urban surfaces without harming it. Your burrow speed is 20 ft. Each time this ability is

activated, you may burrow for up to one minute.

You cannot use this ability to burrow through natural substances, such as wood, loose soil or unworked stone. If you are still within a solid square when your burrow duration ends, you are immediately shunted to the nearest open space and suffer 3d6 points of damage.





Arrogant Faith (Culture)

Your absolute certainty in the righteousness and superiority of the Culture way has made you almost completely resistant to mental tampering. You are incredibly stubborn and resolute.

Prerequisites: Culture Race, Iron Will, Knowledge (theology & philosophy) 4 ranks

Benefit: If you fall victim to any mind-influencing effect, you may attempt a second WILL Save to negate the effect after a round. When making this second WILL Save, you may use your ranks in Knowledge (theology & philosophy) in place of your base WILL Save modifier, if higher.

Bio-Mechanical Sentinel (Culture)

The greatest minds and most revered leaders are accompanied a specially-bred caste of bio-organic guardians. Bio-machines are encoded into these warriors' DNA making them machine-like from the moment of conception. Dispassionate and loyal unto death, these indomitable sentinels will stop at nothing to protect their assigned charges and to advance the Culture's dominion.

Prerequisite: Culture race, CON 15+, CHA 13+, character level first only

Benefit: You are descended from a sentinel bloodline, and gain several immunities usually reserved for constructs. You become immune to fatigue, exhaustion, stunning, ability score damage, and ability drain.

You are genetically programmed for vigilance and vigor. Anytime you take a level in the Bodyguard or Helix Warrior advanced classes, you receive a bonus Hit Point and a bonus rank in either Spot or Sense Motive.

Call Upon the Choir (Culture)

You can call upon the transdimensional, discorporate intelligences of the Bodiless Choir to aid you in times of strife. A permanent subspace link and electron-sized worm-hole gates scattered across the galaxy grants

you access to the thoughts of your revered ancestors anywhere in the galaxy.

Prerequisite: Culture race, Squad Leader

Benefit: Your permanent ansible link to the Bodiless Choir provides you with a +2 inherent bonus to your INT score. All Knowledge skills are considered class skills for you, and you automatically succeed on any Knowledge (history) check made at DC 40 or less.

You can also summon Culture-constructed energy fields to provide more direct air to you, for up to one minute. During this time, you are surrounded by a low density forcefield that grants a +2 deflection bonus to Defense, and a +1 competence bonus to WILL and REF saves.

You may activate this feat a number of times per day equal to 3 + your INT modifier (minimum 3 times per day).

Hereditary Nanotechnology (Culture)

The Culture genome is encoded with symbiotic bio-machines. Every citizen of the Empire is genetically superior, and augmented by ancient micro machine colonies dating to the foundation of the Culture. When using your psionic abilities, your body is covered with a brilliant web of luminous crimson tattoos.

Prerequisites: Culture race

Benefit: Your onboard nanonics enhance your race's natural psionic capabilities. Anytime you activate any Psionic or Psionic Precursor feat, you gain a deflection bonus to Defense. This bonus lasts for one round after activating the power, and is equal to one plus the number of Psionic and Psionic Precursor feats you have.

Your body is covered with glowing runic tattoos, and your deflection bonus takes the form of a glistening pink and crimson forcefield when this feat activates.

Immortal Sentinel (Culture)

Your bio-mechanical consciousness can be easily transplanted into a fast-grown clone body. As a result you have no fear of death.

Prerequisite: Bio-Mechanical Sentinel

Benefit: If you are slain, a back copy of your mind, soul and DNA can be recovered. This backup system resembles a small circuitry module found at the base of your spine. Finding and extracting this backup requires a DC 25 Treat Injury check for those unfamiliar with Culture bio-tech but can be performed automatically by any Cultrue physician. This backup system is a Fine object with Hardness 5 and 20 HP.

Using the data on this backup system, a new body can be cloned for you, which is identical to your previous body, having the same abilities, skills and feats. Cloning requires a well equipped genetics lab with a purchase DC 40, and a successful DC 25 Treat Injury check. Force growing the cloned body and downloading your consciousness into it requires 1d4+1 days. You awaken in the cloned body after the process is complete, with no ill-effects of your death.

The knowledge that death is only a temporary condition for you renders you immune to fear.

Impeccable Swordsmanship (Culture)

As evidenced by the respect accorded their Final Swords, the Culture values dueling ability, and the sword is a sacred weapon to them. You have mastered an efficient if theatrical fencing style unique to the Culture Empire.

Prerequisite: Weapon Focus (any sword or knife), Base Attack Bonus +3

Benefit: When you spend an action point to improve the attack roll of any sword for which you have selected Weapon Focus, you also receive the result of the action die as a bonus to your damage roll.

Superior Technocrat (Culture)

The superiority of your technology and ideas awes the natives of less evolved planets.

Prerequisite: Culture race, CHA 13+, Diplomacy 4 ranks

Benefit: When interacting with creatures from a lower Progress Level, you receive a circumstance bonus on Bluff, Diplomacy and Intimidate checks equal to twice the combat bonus you would receive against that creature as a result of your Soldier of Empire racial trait.

Fogged Memories (Gravedigger)

Your damaged brain tissue retains some fragmentary memories of your life as a human soldier.

Prerequisite: Gravedigger, WIS 13+

Benefit: You may select a second starting occupation which represents your former human existence. You receive any skills or feats offered by the starting occupation, but do not receive its Wealth bonus or Reputation improvement.

Additionally, you may select one of the following advanced class abilities, which you may use normally, even if you do not normally meet the class' prerequisites:

Soldier (Weapon Focus), Gunslinger (Close Combat Shot), Bodyguard (Harm's Way)

Paralyzer (Gravedigger)

Your razor sharp nails are laced with a paralyzing neuro-toxin venom derived from the preservative chemicals that keep you functional.

Prerequisite: Gravedigger race, Animalistic Weapons, CON 15+

Benefit: Anyone struck by your natural weapons must succeed a FORT Save (DC 12 + your CON modifier) or become paralyzed for 1d6 minutes after the injury. Additionally, the anticoagulants and enzymes built into your preservative blood will prevent a target who failed their FORT Save from recovering HP through natural rest or medical care for 48 hours.

Tissue Replacement (Gravedigger)

You can rip chunks off of fresh cadavers and attach the remains to your rotting, cyber-enhanced body to quickly heal your wounds. Like a movie zombie, you feed on the recently slain.

Prerequisites: Gravedigger race, CON 17+

Benefit: As a full round action, you can rip out organ systems and bits of muscle tissue from any humanoid or monstrous humanoid corpse slain within the last hour. With a successful DC 12 Treat Injury check, you can plug the bloody tissue directly into your own zombie-like body, where your onboard cyber-systems integrate the stolen tissue into your anatomy.

If the check is successful, you recover 1d6 Hit Points. You cannot take 10 or 20 on this check. A failed check destroys the tissue, and a corpse only provides enough viable tissue for a single application of this feat.

Action Bank (Human)

You know when to act decisively, and are capable of performing heroic feats with amazing regularity.

Prerequisite: Heroic Surge, any other feat or class ability which requires an action point to activate

Benefit: When you take this feat, you gain a permanent action point that refreshes each day. Thus, you always have at least one action point.

Special: You may take this feat multiple times. Each time you do so, you gain another permanent action point.

Number of Action Points Spent	Type of Bonus Die rolled
1 action point	D6
2 action points	D8
3 action points	D10
4 action points	D12
5 action points	D20

Audacity (Human)

You've made a career of doing the impossible, and somehow surviving the insane risks you take. Even far more physically threatening opponents know to treat you warily.

Benefit: When spending an action point, you can choose to spend additional action points to increase the size of the bonus die you roll. This feat supercedes the rule that you can only spend a single action point per round.

Normal: When adding an action dice, you roll d6 and add the result to the die roll.

Diversity of Experience (Human)

You draw inspiration from your adventures and regularly incorporate new elements into your combat style and tactics.

Benefit: This feat gives you a new use for action points. You can choose to spend 10 action points to purchase a new feat at any time. You must meet the prerequisites of any purchased feat. You gain the benefit of the newly purchased feat after 8 hours of sleep or rest.

Hope in Desperation (Human)

When plans fail, when friends die, when it all goes wrong.... you are the last hope for victory.

Prerequisites: Human race, Base attack bonus +8 or higher, Heroic Surge, Iron Will

Benefit: Any time you are reduced to 25% or fewer Hit Points, one of your allies is reduced to negative HP or if more than half your allies are reduced to 25% HP or less, you receive the benefit of this feat.

When these conditions are met, when making a full attack action, you receive an additional attack each round at your highest base attack bonus. This additional attack is in addition to extra attacks from feats or class features.

Lessons in Heroism (Human)

You learn more when you push your capabilities to the limit or trust to luck.

Prerequisite: Human race

Benefit: Any time you expend an action point to improve the result of an attack roll, saving



throw or to activate a feat, class ability or power, you receive bonus XP equal to 50 x your total character level. You do not receive this bonus XP just for spending an action point to improve the result of a skill check.

Purity Control (Human)

Your hatred of mutants gives you an edge when brawling with them.

Prerequisite: Human race, Mutant Hunter starting occupation, Brawl

Benefit: You receive a bonus on melee attack rolls equal to your target's amount of Mutation Points.

Untapped Potential (Human)

You've got only partial control over your post-human gifts. In times of extreme stress, you can briefly manifest talents that you will eventually master towards the end of your heroic career.

Prerequisite: Human race, Savant

Special: This feat can only be taken before your 4th character level.

Benefit: By spending an action point, you can manifest a higher level class ability than you would normally be able to. By sacrificing one action point, you can select any advanced class ability up to fifth level. By spending two action points, you can select any advanced class ability up to tenth level.

Once manifested, the class ability remains in effect for a single round, if the ability's effect is normally measured in rounds. If the ability has a duration of one round or less, its duration is unchanged when activated in this manner. Instant abilities take effect normally. Manifesting a class ability is a free action, though using the manifested class ability may be a standard, move-equivalent or other action. You may manifest a class ability even on another's character's turn, or in reaction to an attack. You cannot use this ability if flat-footed or helpless.

If the class ability you manifest incorporates a physical transformation, such as a Nano-Sculptor's integrated weapons system class ability, you are exhausted for the duration of the encounter as soon as the transformation ends.

Acidic Blood (Racial-multiple)

Your blood is genetically engineered acid with a dangerously high PH. Your organs and tissues are specifically designed to withstand this acid, and other solvents.

Prerequisite: character level first. Blooded Ghost, Mutant, Patriot Boxer, Patriot Ivory only

Benefit: Any time you are damaged by a melee attack that inflicts at least 5 points of damage,

all creatures within 10 ft of you suffer 2d6 + your CON modifier points of damage, with a DC 15 REF Save for half damage.

Additionally, your genetic modifications mean you are immune to acid damage.

Blooded Heritage (Racial-Multiple)

When wrapped in a Blood Sheath, some Blooded Ghosts have the ability to father offspring with other humanoid races. Their children develop potent mutations that resemble their father's. These xeno-bred children inherit some of the strength and guile of the Blooded Ghost race, but also an eons old war with the xenophobic Culture.

Prerequisite: Character level first, Any player species except the Culture, Gravediggers and the Neon

Benefit: Your father (or a more distant paternal relative) was a Blooded Ghost infiltrator. You gain A Blooded Ghost's Radiation Immunity and Blood Sheath racial traits. Unlike a true Blooded Ghost's, your Blood Sheath only remains viable for one hour after it is woven, and is destroyed upon suffering 20 or more points of damage.

You are considered both a Blooded Ghost and a member of your mother's species for the purposes of race. You may select Blooded Ghost racial traits.

Half Cultural (Racial- multiple)

You are a Culture half-breed. One of your parents could not control their lust for a member of a lower species- though born a bastard, you are considered a citizen of the galaxy-spanning Culture. Some of your Cultural parent's genetic enhancements passed to you.

Prerequisite: Character level first, any player species except Blooded Ghosts, Gravediggers, and Neon

Benefit: If you have any ability score (s) lower than ten, it becomes ten. You gain the Genetic Perfection racial trait, as if you were a member of the Culture. No member of the Culture receives an attack bonus against you due to their Soldier of Empire racial trait, nor similar abilities granted by Culture racial feats.

For purposes of race, you are considered both a member of the Culture and your birth species. You may select Culture-specific racial feats.

Hollow Bones (Racial-multiple)

Your bones are similar to those found in avians. Though hollow and extremely lightweight, they are durable and have high tensile strength.

Prerequisite: character level first. Blooded Ghost, Mutant, Patriot Ivory, Spetsnazski only

Benefit: Your light bones make you extremely nimble. You receive a +5 ft increase to your base land speed. If you have or later gain a flight speed, it is increased by +10 ft and your maneuverability class is improved to 'good'. You receive a +1 bonus on REF Saves, Move Silently, Perform (dance), Jump, Tumble and Initiative checks

Drawback: You are slightly more fragile than an ordinary humanoid, and suffer a -2 penalty on FORT saves made to resist the effects of massive damage.

Mustard Mutation (Racial- multiple)

The "Mustard Man" program was a Vietnam-era adjunct to the Patriot program. Designed to breed a generation of soldiers resistant to chemical and biological weapons, the program took its codename from Mustard Gas. The genetic modifications took with great success and many Patriot mutants still display Mustard DNA.

The Russians were able to dissect 70s-era Mustard Men and reverse engineer the technology, spreading the designer mutation to Communist nations and eventually world wide.

Prerequisite: any Patriot supersoldier race or Spetsnazski race

Benefit: Your specially designed lungs render you immune to all inhalation toxins and poisons. You receive a +4 racial bonus on FORT Saves made to resist suffocation or radiation.

Passably Human (Racial- Multiple)

Through an act of concentration, you can temporarily suppress your mutations and metahuman deformities, returning to a fully human appearance.

Prerequisite: Mutant, any Patriot mutate or Spetsnazski only, CON 13+

Benefit: As a full round action, you can assume a completely human form or return to your mutant state. This form is set when the feat is chosen, and resembles the person you would be without your altered genetics. While in your human form, you cannot be detected as a metahuman, either psionically (by a Challenger or a similar creature) nor technologically (by a gene sensor).

You 'read' as a normal, baseline human without the Psionic subtype. If you have genetic alterations, soft-tech bionics or Lifechained mutations, they are also suppressed for the duration of the effect,

While suppressed, you cannot use Psionic abilities or Lifechained talents, nor are you considered to have Mutation Points. If you possess mutations or psi-talents which provide passive ability score enhancements or penalties, they remain active.

Radioactive (Racial- Multiple)

Your body generates constant low levels of lethal 'hard' radiation, and stress only increases your radioactive output.

Prerequisite: Mutant, Neon or Steamer race

Benefit: Your body constantly generates low level radioactivity. All adjacent squares are considered a lightly irradiated area. Any place you remain in for more than 24 hours is considered lightly irritated and remains so for at least 24 hours after you depart.

By spending an action point, you can increase your radioactivity. All adjacent squares are considered a highly irritated area for one minute after spending the action point.

Finally, any time you spend an action point to improve a CHA based skill check against another Mutant character, you may attempt a DC 12 Charisma check. If successful, you retain the action point and may use it again later.

Blue Phenotype (Mutant)

Mutants have their own hierarchies and hold their own prejudices. In mutant society, genetics determines success, with the most exotic, capable and powerful mutants accorded the greatest respect. One diverse mutant phenotype seems to have an evolutionary advantage over lesser mutants. Mutants of this bloodline are marked by blue skin, feathers, or fur. Mutants lucky enough to manifest these desirable mutations have no difficulty finding Mutant lovers or followers.

Prerequisite: Mutant, CON 13+, INT 13+, character level first

Benefit: Any cosmetic level (0 MP) mutations you manifest always take the form of some kind of blue deformity. If your psionic abilities have visible energy signatures, they will also probably be blue. Any time you roll for random mutations and deformities, you may influence which mutation you manifest to a limited extent. You may choose to accept either the mutation you rolled, or the mutation directly above or below it on the random mutation chart.

Finally, any time you spend an action point to improve a CHA based skill check against another Mutant character, you may attempt a DC 12 Charisma check. If successful, you retain the action point and may use it again later.

Imitative Evolution (Mutant)

Your species is known for its genetic adaptability. You can evolve natural defenses unique to other species, all the better to help perpetuate and protect your own.

Prerequisite: Mutant race



Benefit: You may select racial feats from any species, not simply Mutant racial feats. These feats are considered Mutant racial feats when chosen by you.

Mutation Flux (Mutant)

You have limited control over your form and aberrant genetics, and can adapt yourself to your environment.

Prerequisite: Mutant race, CON 13+

Benefit: Each day, upon awakening, you

may swap out mutations with a point value equal to one plus your CON modifier (minimum 2 MP) or less. You lose previously chosen mutations and gain the newly chosen mutation. This process requires about a minute of calm.

You retain the newly chosen mutation until you next rest, when you may either swap it out or retain the abilities indefinitely.

Mutant Vigor (Mutant)

Though odd looking by human standards, you are a paragon of mutant strength.

Prerequisite: Mutant race

Benefit: You gain a number of bonus Hit Points equal to your current Mutation Point amount. Your bonus HP increase as you gain more mutations. For every 3 hit points gained in this manner, you gain a +1 inherent bonus to your Strength score.

Cooperative Fire (Neon)

The toughest, most respected Neon bulls are the fire-throwers, who hunt cooperatively to bring down adversaries, and in more peaceful times, to communally carve out asteroid tunnels using their natural fires.

Prerequisite: Neon race, male gender

Benefit: You can project an impressive gout of plasma flame from your armored body as an attack action as often as once per minute. Your flame is a ranged attack with a 100 ft maximum range, which inflicts normally 3d6 points of fire damage.

Wisps of electromagnetically plasma charged cling to a target for up to one minute (10 rounds) after impact. Each time the target is struck by a Cooperative Fire blast during this time, the target suffers an additional +1d6 points of fire damage (4d6 for the second hit, 5d6 for the third, and so on). There is no maximum ceiling on the additional damage that can be inflicted in this manner.

Draconic Chrome (Neon)

A handful of Neon bloodlines share traits similar to Earth's mythic dragons- creatures which are equally revered in Neon culture. You have been blessed by the stars with a dragon's form and a dragon's soul.

Prerequisite: Neon, character level first

Benefit: An enormous pair of silver wings erupts from your shoulders, providing you with a flight speed of 60 ft (average) in a gravity well. You are larger and more imposingly built than even the toughest ordinary Neon. You receive an additional +2 racial ability score modifier to your STR score, and your natural armor bonus increases to +8.

Magnetosphere (Neon)

Your intense personal electromagnetic field shields you from energy damage and disrupts nearby electronics. Neon sows with this mutation are respected performers, who sing beautiful songs of high band magnetics and single sideband transmissions.

Prerequisite: Neon race, female gender

Benefit: Your EM aura renders you immune to electrical damage. As a standard action a number of times per day equal to 3 + your CHA modifier (minimum 3 times daily), you can generate an electromagnetic pulse (EMP). The EMP explodes into a 20 ft burst radius which instantly shorts

out all electronic devices and computers. Devices remain nonfunctional until repaired.

Living creatures take no damage, however a creature with cybernetic implants suffer 1d6 points of damage per Implant (or point of Drain) with a maximum of 5d6 points of damage. Cyborgs must succeed at a DC 15 FORT save or be stunned for 1d4 rounds. Robots, mecha and members of the Full Conversion Cyborg player race suffer 5d6 points of damage.

Finally, your command over electromagnetic frequencies provides a +4 racial bonus on Perform (sing) checks when interacting with other Neon.

Shared Flame (Neon)

Neon cubs are born without their protective fiery umbra, which ignites a few months after birth. Until this time, they are protected by their parents and their clan's elders. You can easily project the flames necessary to keep your cubs alive, and can even extend this benefit to your humanoid allies

Prerequisite: Neon race

Benefit: A number of times per day equal to 3 + your CON modifier (minimum three times daily), you may touch a willing ally of Size Large or smaller and wrap that character in a protective fiery aura. For one hour after the touch, your ally receives the following Neon racial traits, as if he or she were a member of your species: Energy Immunity, Starborn and Photosphere.

Anvil Stability (Patriot Anvil)

When you plant your feet, no force on Earth can move you.

Prerequisite: Patriot Anvil race

Benefit: You cannot be tripped, bull rushed or moved against your will. Your stability provides you with a +4 racial bonus on grapple checks.

Dark Matter Carapace (Patriot Anvil)

Your stony hide has become so molecularly dense it can withstand near nuclear detonations. Your strange, ultra-dense and super-heavy body absorbs light, and warps the local gravitational curve.

Prerequisites: Patriot Anvil race, STR 17+, CON 17+

Benefit: The Damage Reduction provided by your Geo-Carapace increases to DR 10/-. A 10 ft radius around you is never brighter than Dimly illuminated, regardless of prevailing lighting conditions.

Drawback: You suffer an additional -2 racial penalty to your DEX score, and your weight increases by a factor of 10. If the normal Patriot Anvil weighs a ton, you weigh upwards of ten tons.

Grinding Spurs (Patriot Anvil)

Your stony hide is covered in jagged stone spurs and razor sharp facets. Your spurs move independently of your superstrong musculature, like silica-based chainsaws.

Prerequisite: Patriot Anvil race

Benefit: Each round you maintain a grapple you inflict 2d6 + STR modifier points of slashing damage on your opponent.

Ground Quake (Patriot Anvil)

Your incredible mass allows you to bowl over unprepared opponents.

Prerequisite: Patriot Anvil race, Dark Matter Carapace

Benefit: As a standard action, you may slam your foot or fist down onto the ground, causing a localized earthquake, which affects all creatures within a 60 ft radius of you.

Creatures in the tremor zone must make a REF save (DC 12 + your STR modifier) or be knocked prone, suffering 2d6 points of subdual damage in the process.



Asymmetric Anatomy (Patriot Boxer)

Your limbs are arranged in such an odd configuration that you can respond to assaults all around as easily as other Boxers handle frontal confrontations.

Prerequisite: Patriot Boxer race, Alertness

Benefit: You cannot be flanked thanks to your odd anatomy and quick reflexes, and do not suffer a penalty for engaging in melee combat while prone.

Boxer Durability (Patriot Boxer)

Your selective mutation make you an exceptionally tough, battle ready soldier. You take the legendary Boxer toughness to new extremes.

Prerequisite: Patriot Boxer, Toughness

Benefit: Any time you gain a level in one of these combat focused advanced classes, you gain two bonus Hit Points: Soldier, Field Officer, Helix Warrior, Combat Type or Frontliner.

Normal: You receive one bonus HP each time you take a level in one of your favored classes.

Boxer's Jabs (Patriot Boxer)

You have mastered a uniquely modified form of American boxing designed for a creature with an additional pair of limbs. You quickly overwhelm your enemy's defenses with blinding speed and concentrated punching power.

Prerequisites: Patriot Boxer, Improved Unarmed Strike, Base Attack Bonus +5

Benefit: By spending an action point, you become intensely focused and frighteningly fast, launching a rapid-fire series of jabs that can wear down even the most skilled defender. For the duration of the encounter, any time you miss with an unarmed strike, you inflict your STR modifier as damage. Your speed and tenacity turns clean misses into glancing blows.

Flexible Limbs (Patriot Boxer)

Your two pairs of mutant arms have inhuman fluidity and ensnare your enemies from halfway across the room.

Prerequisites: Patriot Boxer race

Benefit: You gain 10 ft reach as an extraordinary racial trait. You can still threaten adjacent squares, simply by shortening your swings.

Special: You can select this feat multiple times. Each time after the first, your reach increases by +5 ft each time this feat is chosen.

Hectonaries (Patriot Boxer)

Like the mythical 'hundred handed one' you can push your already mutated body further, spawning several additional sets of additional limbs.

Prerequisites: Patriot Boxer race, Flexible Limbs

Benefit: A number of times per day equal to one plus your CON modifier (minimum once daily), you can undergo a startling transformation. Additional arms and hands emerge from every part of your body.

Your chaotic mass of limbs provides you with a +4 deflection bonus to your armor class, as they absorb hits meant for your torso and vital zones. While transformed, you gain a +10 bonus on grapple checks. While grappling, you are not considered grappled, and can take other actions normally, thanks to your multiple limbs.

You may maintain the transformation for a number of rounds equal to 3 + your CON modifier (minimum 3 rounds) per activation. Transforming is a move equivalent action.

Alpha Genetics (Patriot Ivory)

You are a genetically superior example of your race, decanted at great expense. All the strengths of your combat-ready species are maximized in you.

Prerequisite: Patriot Ivory race, CON 13+

Benefit: You gain darkvision with a 60 ft range, and the natural armor bonus provided by your Adrenal Armor racial trait increases to +5. You are considered extremely attractive, a very desirable and healthy mate for other Ivories. You receive a +4 racial bonus on CHA-based skills made against other Patriot Ivory characters.

Skeletal Lacing (Patriot Ivory)

While in utero, your skeletal structure was molecularly laced with a nearly unbreakable titanium/shift-steel alloy commonly referred to as *adamantine*. As a result, you are nearly unkillable.

Prerequisite: Patriot Ivory race, character level first

Benefit: Your bones are almost unbreakable. You become immune to Bludgeoning damage, and have a 25% chance to ignore the effects of critical hits, as if you were wearing *light fortification* armor.

Special: You may not select both this feat and Hollow Bones.



Maximize Performance (Patriot Mechanic)

Prerequisites: Patriot Mechanic race, Drive or Pilot 4 ranks

Benefit: A number of times per day equal to 3 + your INT modifier, you may psionically improve the performance of any vehicle you are controlling as a free action. This ability increases the vehicle's top speed by 25% and removes any Initiative and Maneuver penalties associated with the vehicle. A vehicle's performance remains maximized for a number of rounds equal to your INT modifier (minimum one round).

Mechanical Caress (Patriot Mechanic)

With just a touch, you can hotwire or sabotage a vehicle or instantly repair minor system faults.

Prerequisites: Patriot Mechanic race, Hotwire, Vehicle Specialization (any)

Benefit: You gain the psionic ability to use Disable Device with a vehicle for which you have the Vehicle Specialization as a free action. You must touch the vehicle and succeed at the check normally. You do not need tools to perform this check. You

may do things like pop the lock without tools, start the engine without keys or a hotwiring kit, or crack the engine just by touching the paint.

Alternatively, you may attempt any Repair check with a DC of 15 or less as a free action, without the need for tools.

Technical Versatility (Patriot Mechanic)

You have logged hours behind the controls of hundreds of vehicles, and are considered an expert in most of them.

Prerequisite: Patriot Mechanic race, Gearhead

Benefit: Any time you select a feat which refers to a specific vehicle or weapon, such as Vehicle Expert, Weapon Focus, Aircraft Operation and the like, select two different technological items. You gain the associated feat with both items.

Vehicle Dominance (Patriot Mechanic)

You can psionically take command of any vehicle you touch.

Prerequisite: Patriot Mechanic race, Drive or Pilot 4 ranks, Vehicle Specialization (any)

Benefit: You gain the psionic ability to control any vehicle, even if you are not behind the controls. You make all Drive/Pilot checks for the vehicle for as long as you remain in control.

To use this ability, you must be in physical contact with the vehicle, and lose control if you are no longer touching it. You may take command of any vehicle for which you have the Vehicle Specialization feat. The Drive/Pilot check is a base DC 10 to assume control of an uncontrolled vehicle, or one which the pilot allows you to assume control of. If the vehicle's pilot resists you, you must succeed at an opposed Drive/Pilot check.

Emotionless (Patriot Switchblade)

You are as cold and calculating as a combat android, completely unencumbered by human emotion.

Prerequisite: Patriot Switchblade race, Iron Will

Benefit: You become immune to fear and pain effects. In addition, you may add either your CHA or INT modifier as a bonus on for WILL Saves. Your cold, steely gaze provides you with a +4 bonus on Intimidate checks.

Feign Helplessness (Patriot Switchblade)

You can convincingly mimic a child's terror and play on the emotions of the adults you hunt. You are skilled at exploiting the natural reluctance to harm children.

Prerequisite: Patriot Switchblade race, Bluff 4 ranks

Benefit: Any Young Adult or older character with any good, lawful or humanitarian alignment suffers a -2 morale penalty on attack rolls made against you. Young Adult and older characters may expend an action point to negate this advantage; characters doing so are emotionally hardened and unaffected by this feat for 24 hours.



Nauseating Revelation (Patriot Switchblade)

You can reveal hidden truths capable of bringing grown men to their knees.

Prerequisite: Patriot Switchblade race, Sociopathic Insight

Benefit: When revealing a secret insight gained from your Sociopathic Insight feat, the intended victim also becomes *nauseated* for a number of minutes equal to your CHA modifier after the revelation.

Accelerated Timeline (Shiftsteel Symbiont)

You perceive time in a manner fundamentally different than other mortals. From your point of view, you have infinite time to make decisions and respond to threats. To the ordinary mortals around you, you seem to move with unnatural speed and alacrity.

Prerequisites: Shiftsteel Symbiont, Lightning Reflexes, Improved Initiative, Concentration 8 ranks, Character level 8th

Benefit: You may take up to two standard actions in a round, or trade them for move equivalent actions at a ratio of two move: one standard.

Normal: You may take one standard and one move equivalent action per round.

Hollow Shell (Shiftsteel Symbiont)

You have completed the transformation into a true, evolved member of the Shiftsteel Symbiont race. Beneath your gleaming psi-metal carapace, your organs have atrophied to nothing. You have no need for internal systems- sub-quantum energy fluxuations alone sustain your consciousness.

Prerequisites: Shiftsteel Symbiont race, Concentration 4 ranks, Knowledge (physical sciences) 4 ranks,

Benefit: Your metallic shell is completely hollow, and though your face appears human, it is a strange mask only a fraction of an inch thick, hiding the nothingness inside. You do not have internal organs or vital zones. You become immune to critical hits and precision-based additional damage. You are not subject to energy drain, ability score damage or ability score drain.

More Perfect Machine (Shiftsteel Symbiont)

The alien bio-tech sewn into your DNA gives you powers as a byproduct of its attempts to rebuild the Culture starship it was originally scavenged from. You alien bio-systems repaired more of their crippled systems than is normal for a member of your species, and thus you are more powerful than most Shiftsteel Symbionts.

Prerequisite: Shiftsteel Symbiont race



Benefit: You may choose another Shiftsteel Machinery component as a racial trait.

Special: You may select this ability up to five times. Each time you do, you gain a new racial trait. You cannot select the same racial trait more than once.

Shift-Shard Affinity (Shiftsteel Symbiont)

You are one of the few members of your species to realize that Yahn shards are the broken

fragments of one of your race's greatest heroes, thrown back through space-time at the moment of her death. This realization allows you to draw extraordinary power from these rare crystal shards.

Prerequisite: Shiftsteel Symbiont race, WIS 17+, Attentive

Benefit: When carrying an Ioun stone, a fragment of Yahn crystal or a weapon with the Yahn crystal gadget, you receive a +2 bonus to your INT, WIS and CHA scores, thanks to the lingering soul-echoes trapped in the crystalline matrix.

The bonus provided by your Probability Curve racial trait increases to +3, and your Probability Curve radius increases to 60 ft. Shiftsteel Symbionts with this feat manifest even more impressive and ornate bio-metallic carapaces while in possession of a piece of Yahn crystal.

Blackout Training (Spetsnazski)

You have been trained to fight in total darkness, and hard training has further developed your already keen senses.

Prerequisites: Spetsnazsi race, Alertness

Benefit: Your *darkvision* range increases to 90 ft, and you gain *Blindsense* with a 10 ft range. In addition, your training emphasizes preparedness and attention to detail, giving you a +1 racial bonus on Initiative checks and a +3 racial bonus on Spot and Search checks.

Red Room Training (Spetsnazski)

You have been trained at a Russian "red room" from an early age, and have learned to fight and kill without hesitation or compassion. Killing focuses your mind and provides a pleasant adrenaline surge that allows you to ignore pain.

Prerequisite: Spetsnazski race, Combat Martial Arts, Base Attack Bonus +1

Benefit: After personally killing any humanoid, monstrous humanoid or giant, you receive a +1 morale bonus to WILL Saves and 1 temporary HP. Both benefits fade at the end of the encounter. This bonus is cumulative with itself.

Special: Patriot Switchblade characters may also select this racial feat.

The Singularity Event

The Singularity Event is a theoretical space-time event that happens at an undisclosed point in the future. During a climactic battle with an as-yet-unidentified enemy, the Shiftsteel Symbiont Lt. Cassandra "Crucible" Feneris is murdered. From scattered clues, it's obvious that Crucible's death occurs years, perhaps even decades after the devastation of the Timecrosser-era.

The death of this immensely powerful metahuman ripples backwards in time, as fragments of Crucible's body and consciousness are scattered throughout the multiverse. Some of these fragments coalesce upon impact into the rare, psycho-active silicate referred to as Yahn crystal. Yahn has been discovered and used to boot-strap indigenous technology by a hundred sentient species across a dozen realities, including the psychic warriors of *Galaxy Command's* 3176 AD.

The Culture designed the shiftmetal hulls of their starships around the properties of Yahn crystal, creating a causality-loop whereby Crucible's death was directly responsible for her creation. Today's Crucible is a junior Psi-Watch flight officer, nowhere near as powerful or determined as her martyred future-self will one day become. She is aware of her fate, mostly through precognitive dreams and the occasional time paradox. Crucible has also met at least one of her alternate selves: Cassie Andra Feneris, a pyrokinetic activist/superhero from the alternate 22nd Century of *Otherverse America*, when the two teamed up to stop a terror strike by a cross-dimensional team of Lifer extremists.

Systema Training (Spetsnazski)

All young Spetsnazski are taught *Systema* (*The System*), a unique hand-to-hand combat style designed by Russian covert ops troops shortly after World War II.

Prerequisite: Spetsnazski race, Power Attack, Base Attack Bonus +2

Benefit: Your Systema training allows you to inflict crippling wounds with practiced ease.

Any time you inflict at least 6 points of damage with any unarmed or melee weapon attack, your opponent also suffers 1 point of temporary STR damage.

Durable Mist (Steamer)

The electromagnetic fields that hold your gaseous body together are stronger than normal. You can survive, almost indefinitely, even with a destroyed Survival suit.

Prerequisite: Steamer race, Iron Will

Benefit: You remain conscious and aware of your surroundings when your Survival Suit is reduced to 0 HP, though you are unable to move or speak and are considered helpless. You are not destroyed completely until you reach -100 HP. It takes massive, intentional damage to permanently destroy your cloud-mass! Even without any medical assistance, you regenerate 1 HP per hour when reduced to negative HP.

Normal: A Steamer is unconscious and helpless at 0 HP and destroyed at -10 HP.

Magnetic Bottle (Steamer)

Your gaseous mind is contained within a self-generated magnetic bottle. You can maintain a basically humanoid shape without needing a containment suit. The electromagnetic field comprising your body allows for humanlike sense of touch.

Prerequisite: Steamer race

Benefit: You do not need a Survival Suit. Instead, you are a basically humanoid being composed of solidified smoke and room-temperature plasma discharges. You no longer suffer a racial penalty to your DEX score.

When venting core, you only suffer 2d6 points of damage, thanks to your greater control over your bio-mass. As you do not need a Survival Suit, you do not suffer ability score damage after venting core.

Strange Mind (Steamer)

You are a form of life unlike any other in the galaxy, and your transformed state has had a profound effect on your consciousness.

Prerequisite: Steamer race, INT 13+

Benefit: You become immune to mind-affecting abilities and to fear.

PSIONIC PRECURSORS

Psionic Precursors are minor innate psi-talents, which represent useful natural mutations and unconscious use of psi-talents. They offer non-psionic character classes, and members of normally non-psionic species, such as humans to develop their innate mental powers.

Most of the precursor feats are relatively 'low-powered'; game masters wishing to run a low key campaign inspired more by Steven King novels like *Firestarter* and *The Dead Zone*, television shows and movies like *Medium*, *the Profiler*, *the Sixth Sense* and *Next*, among many others, can simply restrict character to selecting Psionic Precursor feats rather than full fledged, comic-book style Psionic Feats.

When a non-psionic character chooses a Psionic Precursor feat, he gains the Psionic subtype. Psionic characters who select a Psionic Precursor feat just gain a new talent.

Akashatic Search (Precursor)

You can tap into the akashatic memory, the collective unconscious of all thinking minds, human and alien, and borrow the ambient wisdom of the universe. You can search the collective unconscious for obscure facts and long forgotten secrets.

Prerequisites: WIS 13+

Benefit: A number of times per day equal to your WIS modifier (minimum once per day), you can tap into the akashatic record. As a full round action which provokes attacks of opportunity, you enter a trance like state where you are highly receptive to psychic phenomena. While entranced, your personality becomes inhumanly cold and logical, completely incapable of emotional expression, though your allegiances and basic goals remain

unchanged. You may maintain the trance state for a number of minutes equal to your WIS modifier (minimum one minute)

During this time, you may choose to apply any two of the following benefits. You may instead choose the same bonus twice; the effects stack. You may choose a new combination of benefits each time you perform an Akashatic Search.

- A +2 bonus on any two Knowledge skills of choice
- A +2 bonus on any other skill of choice
- A +1 bonus on attack and damage rolls
- A +1 bonus on one save of choice
- A +1 dodge bonus to Defense
- Proficiency with a chosen weapon
- Ability to speak, read and write a chosen language

Special: You may select this feat multiple times. Each time you do, you may select an additional benefit. Thus if you choose this feat twice, you can manifest up to three bonuses simultaneously.

Animal Bond (Precursor)

Your latent psi-talents enable you to link your mind to near by animals and experience the world through their senses.

Prerequisites: Animal Affinity, Handle Animals 4 ranks, CHA 13+

Benefit: A number of times per day equal to one plus your CHA modifier (minimum twice daily), you gain the ability to speak with animals as if they were sentient creatures. Once activated this ability lasts for a number of minutes equal to your CHA modifier (minimum one minute per activation).

Additionally, by spending an action point, you can forge a psychic and pheromone-based bond with any non-sentient animal within 60 ft of you. The targeted creature receives no save against

the effect. If the creature breathes your strange pheromones, you can now see through its eyes (and interestingly enough, smell and taste anything the creature does). You receive real time visual information from the creature as long as it remains within 1 mile of you, and does not enter any air-tight area. Sounds are not conveyed.



While seeing through your impromptu familiar's eyes, you are semi-comatose, and can return to full consciousness as a standard action. You may maintain the trance state for a number of hours equal to the creature's CON modifier, before the link degrades into uselessness.

Animalistic Mutations (Precursor)

Your body shows traces of a primal heritage, which while marking you as an outsider, also grants you useful survival abilities.

Benefit: You may choose one of the following minor mutations, which is considered an extraordinary ability for you.

- **Armor:** Changes the texture and thickness of your skin. Provides you with a +2 natural armor bonus to Defense. You may also choose to increase your natural armor bonus to +6, but if you do so, you are so oddly proportioned you are always considered to be wearing heavy armor, cannot wear additional body armor. Clothes and power armor you wear must be specially designed, increasing the purchase DC by +2.
- **Energy Resistance:** Changes the character's surface appearance. The character may choose one energy type, for which he or she receives Resistance 5.
- **Lowlight Vision:** Changes the appearance of the character's eyes. Receives lowlight vision out to 60 ft.
- **Pheromones:** Changes the character's general appearance and genital structure. Receives a +6 bonus on sexually based Diplomacy checks.
- **Predatory Senses:** Changes the appearance of the character's eyes and ears. receives a +6 bonus on Spot and Listen checks.
- **Waterbreathing:** Alters the character's nose and mouth structure or gives them obvious gill slits. The character can breathe water as easily as air.

Limitations: Characters with this feat suffer a –4 penalty on Disguise checks. You may choose this feat multiple times, each time you do, you receive an additional beneficial mutation. The Disguise check penalty increases by –1 for each additional mutation.

Animalistic Weapons (Precursor)

Your body develops natural striking surfaces: your claws, fangs and hooves are as deadly a weapon as anything a blacksmith can forge.

Benefit: You gain any two of the following natural weapon types: claws, fangs, horns or hooves. You may make unarmed attacks using your natural weapons without penalty, and without provoking attacks of opportunity. You are always considered proficient in the use of your natural weapons. The damage inflicted with your natural weapons is determined by your size.

Natural Weapon Damage By Size		Size	Damage
Size	Damage	Medium	1d6
Fine	1 point	Large	1d8
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6

Limitations: Characters with this feat suffer a –4 penalty on Disguise checks. You may choose this feat multiple times, each time you do, your Animalistic Weapons inflict damage as if they were one size category larger, though their actual size does not change. Each time you choose this feat, the Disguise check penalty increases by –1.

Anti-Ballistic Shell (Precursor)

When threatened, you instinctively manifest a barely visible ectoplasmic field that absorbs the kinetic energy of incoming bullets, arrows and shrapnel. This instinctive energy field offers just enough protection to keep you alive during the worst firefight.

Prerequisite: Lightning Reflexes

Benefit: You instinctively manifest a psionic shield when fired upon. This anti-ballistic force field activates automatically when needed, even if you are helpless or not aware of the attack so long as you are conscious, making it an ideal anti-sniper defense.

Your ballistic field provides Damage Reduction 10/- against ranged weapons, which stacks with DR from other sources, such as Tough Hero class levels for the purpose of resisting bullets, arrows and other missiles.

Once the Anti-Ballistic Shell absorbed 100 hit points worth of damage within a 24 hour period, the shield shatters, and this feat becomes temporarily inactive. A shattered Anti-Ballistic Shell field regenerates within a day. You are considered *shaken* for 1d6 rounds after your shield shatters, due to neural feedback from the assault.

Anti-Psi Broadcaster (Precursor)

You are the natural evolutionary response to the presence of psionic mutants. In addition to your amazing mental resistance, your mere presence impedes psionics. Your thoughts are 'neural chaff' that breaks a psi's concentration and limits their effectiveness.

Prerequisite: Iron Will

Benefit: You produce a zone of 'psionic chaff' which impedes mental functioning. Psions within your broadcast range suffer headaches, annoying auditory hallucinations like ringing ears and tapping noises, and are short tempered and off balance.

Any creature with the Psionic subtype who enters a 60 ft radius of you suffers a -2 morale penalty on Concentration checks, as well as all INT

based skill checks and WILL saves. This ability cannot be consciously suppressed, and affects allied psions as well as adversaries.

Assault Clone (Precursor)

You are a genetically engineered supersoldier, cloned from DNA taken from one of the greatest warriors of your species. Your genetic conditioning gives you inherent mastery of many useful combat skills.

Prerequisites: character level first only.

Benefit: By selecting this feat, you effectively gain a 'free-floating' feat slot, which can be filled with a variety of combat feats. You plug in any combat feat of your choosing from the following list, which remains in place until you change the feat.



Changing your feat choice requires a DC 15 Knowledge tactics check and ten minutes of meditative calm.

You must meet all the prerequisites of any temporary combat feat. You may not use any of these temporary feats as a prerequisite for any other feat.

Acrobatic, Advanced Firearms Proficiency, Brawl, Combat Expertise, Combat Martial Arts, Dodge, Double Tap, Elusive Target, Great Fortitude, Improved Brawl, Point Blank Shot, Power Attack, Streetfighting, Two Weapon Fighting.

Battle-flex Claws (Precursor)

Through an act of concentration, you imbue your muscles and tendons with ectoplasm, transforming your hands into deadly weapons. A glistening carapace of liquid psi-steel forms over your forearms like razor-edged gauntlets.

Prerequisite: Iron Will

Benefit: A number of times per day equal to one plus your CON modifier (minimum twice daily), you can manifest deadly psi-claws. This feat grants you a claw attack, which does not provoke attacks of opportunity, and inflicts 1d12 points of slashing damage, plus your STR modifier. You cannot grasp or manipulate objects or weapons, as long as this power remains in effect. You are considered armed and proficient with your battle-claws.

You can maintain this ability for a number of hours equal to one plus your CON modifier (minimum two hours) or can dismiss this ability at any time. Manifesting or dismissing the psi-claws is a standard action.

Catharsis of Action (Precursor)

You survived emotional trauma and pain that would cripple a lesser soul, and you can exorcize the trauma of your past with victories in the present. You willingly erase painful memories and blunt the emotional impact of past trauma by channeling the emotional energy into your body and conscious mind.

Prerequisites: Iron Will

Benefit: While performing any skill, you can sacrifice XP to improve the result of your skill check. For every 10 XP you sacrifice, you receive a +1 insight bonus on the skill check. You may sacrifice enough XP to receive a bonus equal to your WILL Save Modifier.

For example, a character with a +4 WILL Save modifier could choose to sacrifice up to 40 XP, in order to receive a +4 insight bonus on his or her next skill check, or could choose to sacrifice a lesser amount. Using this feat is considered part of the action of making the enhanced skill check.

Carriion Scavenger (Precursor)

You eat things that would sicken and even kill others, gaining nutrition from filth.

Prerequisite: CON 13, Great Fortitude

Benefit: If necessary, you can survive on a diet of rotting garbage, carrion and anything even vaguely organic. You can survive on a diet of wood shavings, coal, bone and even fouler things. You receive a +8 racial bonus on FORT saves against ingested poisons.

Chameleon (Precursor)

Your body is surrounded by a psionic aura which bends light. You are almost impossible to spot when you focus on remaining concealed.

Prerequisite: Hide 5 ranks, Stealthy

Benefit: At will, you can activate or deactivate this psionic talent as a move equivalent action. Maintaining this ability is a free action. Your skin, hair and equipment take on the appearance and texture of your surroundings, including walls and floors. Your chameleon coloration provides you with a +10 bonus on Hide checks. You may only use this ability when wearing light or no armor.

Circuit Neurology (Precursor)

As a result of natural mutation and subtle genetic engineering, enabling you to better survive the information-dependant 21st century, your brain tissue is laced with a complex of neuro-connections and electro-magnetically sensitive lobes, which resemble a modern laptop or cell phone.

Prerequisite: INT 13+



Benefit: Your brain is a computer-like structure, which in addition to your already phenomenal intelligence and memory, functions like a standard ‘hard-tech’ computer system.

Your natural mutation allows you to network wirelessly with other computers with computers, cell phones and other devices with a wireless card within 60 ft, and you may access the internet (or more advanced communications devices) wirelessly through wi-fi hot spots. Your biological computer system cannot be hacked and has natural defenses against typical computer viruses.

You can download and install programs into your computer-like mind as you could to an ordinary computer system. You may make Computer Use checks without the need for external equipment. You can read USB flash drives and magnetic media by holding the device close to your skin; reading a device requires 2d4 minutes due to the ‘lossy’ and low speed ‘connection’.

Your internal computer system has a Purchase DC equal to 21 + your INT modifier. If your mind is keen enough and your nervous system complex enough to support the bio-cybernetics, your neuro-computer can be upgraded like a hard-tech computer system, lending increased performance.

Combat Excellence (Precursor)

You are a psionically gifted combat adept, using your latent psychokinetic abilities to sharpen your blades on a molecular level, weaken the tissue your hollow points tear through, and increase the striking power of your blows.

Prerequisite: Base Attack Bonus +3; Weapon Focus (any)

Benefit: By spending an action point (or points) immediately prior to making any physical attack, either ranged, melee or unarmed, you can psionically augment the weapon’s critical threat range.

Each action point spent increases the weapons critical threat range by one. You can spend any number of action points simultaneously, up to your current base attack bonus. This effect stacks with feats or abilities that increase a weapon's critical threat range.

Spending the action points is a free action that is considered part of the attack action you make. You must activate this ability prior to rolling for attack or damage. This enhancement lasts for one round, and during this period, any critical hit you inflict is automatically confirmed.

Combat Precog (Precursor)

Your awareness extends a fraction of a second into the future, allowing you to easily evade an opponent's attacks.

Prerequisite: Knowledge: tactics 4 ranks

Benefit: You may activate this ability a number of times per day equal to three plus your INT modifier (minimum 3 times daily). Each activation of this ability lasts for a number of minutes equal to your INT modifier.

When this ability is activated, you receive a +1 insight bonus to Defense, which applies even if you are caught flat-footed. You receive a +4 insight bonus on your next Initiative check, provide you make the check before this power's duration expires.

Energy Vampire (Precursor)

You draw strength and sustenance from the biological and emotional energy and mental strength of others.

Prerequisite: Deceptive

Benefit: You can absorb the emotional energy of others, and draw strength from it. Any time you make a successful touch attack against any sentient creature, you may cause that creature to become *fatigued* for a number of minutes equal to your CHA modifier (minimum one minute). Unlike conventional *fatigue*, this ability will not make an already *fatigued* creature exhausted, the fatigue vanishes once the effect's duration ends.

Each time you render a creature *fatigued* with your touch, you receive a +1 enhancement bonus to STR, which lasts for 1 minute. If you touch and *fatigue* multiple creatures during this period, the effects are cumulative.

Conversely, if you are *fatigued* or *exhausted* when you use this feat, each successful touch attack is treated as 8 hours of sleep or rest. This unnatural burst of energy has no effect on the recovery of spells or spell slots.

Faith Healer (Precursor)

You possess a minor healing talent that you view in religious terms.

Prerequisites: Knowledge (theology and philosophy) 1 rank

Benefit: A number of times per day equal to 3 + your CHA modifier (minimum three times daily) you may touch a wounded creature and instantly restore 1d4 HP. In addition, if the target is suffering from any of the following conditions: *cowering*, *dazed*, *fatigued*, *nauseated*, *shaken*, *stunned* or *unconscious*, that condition is instantly removed.

If your target shares the same faith or philosophy as you, she recovers 1d8 HP instead.

Feral Gifts (Precursor)

You are a genetic throwback, blessed with keen senses and a natural talent for stealth and survival. You have a bloodhound's keen sense of smell and attentive ears.

Prerequisite: Survival 4 ranks; Track

Benefit: You gain the *scent* special quality, and can recognize familiar odors the way normal humans recognize faces. See chapter eight of the *D20 Modern Core Rulebook* for more details about the *scent* special quality.

You receive a +2 insight bonus on Handle Animal and Survival checks.

Historical Sensitivity (Precursor)

You can open yourself to the psychic and emotional echoes left behind in a place, using your psionic gifts to gain a glimpse of the past.

Prerequisite: Either Akashatic Search or Psychometric Touch

Benefit: A number of times per day equal to one plus your WIS modifier (minimum twice daily), you can open yourself to psychic impression and ghost memories to gain a vision of a place's past. Rooms, streets, tunnels and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. These impressions offer you a vision of the past.

The types of events most likely to leave psi-impressions are those of great emotional significance: battles and betrayal, marriage and murders, births and deaths or any other event where one emotion dominates. Mundane, everyday occurrences leave no psionic residue for you to detect.

The vision of the event is dream like and shadowy, like a low resolution video clip shot in near darkness. You gain no special knowledge of the event, merely seeing a visual representation from a 'neutral' third person perspective. You can easily read large banners and writing visible in the vision, but finer details require Spot checks to make out, the DC of which is determined by the gamemaster.

You can scan events in real time, viewing events as distant as a century ago. The visions encompass 50 ft radius, centered on your body. You may maintain a trance with concentration, for up to an hour per vision.



Hostile Mind (Precursor)

Your mind recoils violently against those who use psionics against you.

Prerequisite: CHA 15, Iron Will.

Benefit: Whenever you are subject to any mind-influencing psionic power (regardless of whether the power is harmful or beneficial to you), the manifester must make a Will saving throw against

a DC of 10 + 1/2 your character level + your Charisma bonus or take 2d6 points of damage.

Indomitable (Precursor)

You are exceptionally resistant to mental tampering and psychic attacks.

Prerequisite: Iron Will

Benefit: If you fail a WILL Save and succumb to any enchantment or compulsion effect, you may attempt a second WILL Save at the same difficulty one round later, giving you a second chance to break the control. You only receive one additional chance to resist.

Instinctive Defense (Precursor)

When threatened, react instinctively by instantly achieving a psionically aware state, allowing you to see several seconds into the future, and anticipate your adversary's moves. You cannot easily be ambushed.

Prerequisite: Combat Precog

Benefit: Any time you are flat-footed or otherwise your DEX bonus to Defense, this ability activates, providing a +2d4 insight bonus to your Defense score for the next attack, allowing you to easily dodge a sniper's bullet or avoid a knife in the back. This ability only protects you against the first attack of an ambush. You defend against future attacks normally.

Instinctive Psion (Precursor)

You are incredibly lucky, and the petty inconveniences and ordinary disasters of modern life never seem to befall you. You unconsciously use your latent psi-talents in your best interest.

Benefit: You gain a pool of bonus points equal to your total character level plus your CHA modifier (minimum 2 points) each day. You may use these bonus points to improve the results of any Craft, Gamble, Profession or Repair check, spending them as you see fit. You may spend a single point to enhance multiple rolls, or spend the entire bonus to improve a single roll dramatically. You may spend your bonus pool after rolling the check, but before the results of that roll are revealed. Points unused by the end of the day are simply lost.

In addition, you may spend a single 'bonus point' to eliminate or mitigate some minor, in game annoyance. For example, you could spend a bonus point to catch a light just before it turns red, find the shortest teller line at the bank, or score similar minor blessings, subject to game master approval.

Intellectual Mastermind (Precursor)

You are one of the most brilliant humans that has ever lived, able to use your prodigious intelligence, talent for manipulation and intricate lies to your advantage when dealing with 'lesser minds'.

Prerequisite: INT 13+ Bluff 4 ranks, Diplomacy 4 ranks

Benefit: You may add your INT modifier as an untyped bonus on all CHA based skill checks. This bonus does not apply when using psionic, magical or other talents whose effectiveness is based on your CHA modifier (an example would be the Psionic Jinx feat).

Mechanical Prodigy (Precursor)

You have an instinctive understanding of mechanics and advanced electronics, and can push your machines towards maximum performance.

Prerequisites: CHA 13+, Computer Use 4 ranks, any of Craft: mechanical or electronic or Repair 4 ranks; Gearhead

Benefit: You may add your CHA modifier as a bonus on any of the following, mechanically oriented skill checks:

Computer Use, Craft (electronics or mechanical), Demolitions, Disable Device, Drive, Pilot, Repair

By spending an action point while holding any ordinary tool or professional kit, you can tinker with the tool kit for one minute and attempt a DC 12 CHA check. If the check is successful, you permanently convert the ordinary tool kit into any other type of masterwork tool kit. If the check fails, you may choose either to lose the action point without effect, or destroy the tool kit.



Mind Healer (Precursor)

You possess an innate healing talent, able to your latent psychokinesis on a microscopic level, urging cell regeneration, knitting wounds closed and disintegrating tumors more effectively than radiation treatments.

Prerequisite: Iron Will, Treat Injury 1 rank

Benefit: By touching a wounded living creature, you can use your psionic talents to speed the creature's recovery, performing medical miracles.

A number of times per day equal to three plus your WIS modifier (minimum three times daily), you may touch an living being, healing the creature for a number of hit points equal to your total character level plus your WIS modifier (minimum two HP). Using this healing touch is a standard action, which provokes attacks of opportunity.

Once per day, you may touch a creature afflicted with a disease, and instantly cure the afflicted creature. Since this effect's duration is instantaneous, it does not prevent re-infection after a new exposure to the disease. Alternatively, by touching a creature that is poisoned or drugged, you can instantly purge the toxin from the character's system, preventing further damage or the need to make additional FORT saves.

Limitation: Since this healing is psionic in nature, and merely reinforces the subject's own healing gifts, this healing touch does not expend or manipulate positive energy, and thus cannot deal damage to undead creatures.

Mitochondrial Activation (Precursor)

The energy producing organelles within your cells have mutated into miniature atomic engines, capable of absorbing nearly 100 % of the chemical energy stored in food, giving you phenomenal endurance and the energy reserves necessary for super powered combat. Your body is lean and muscular, with virtually no body fat, despite your voracious appetite.

Prerequisite: CON 13+

Benefit: Thanks to your amazing energy reserves, you become virtually immune to fatigue and exhaustion. You are immune to the *fatigued* condition; if an effect or exertion would cause you to be come *exhausted*, you become *fatigued* instead.

Your body temperature is pushed past human norms, and as a result, you can better survive extremely cold environments. You receive a +4 bonus on FORT saves made to resist cold weather and extreme environmental cold as well as on FORT saves made to resist Ingested toxins, thanks to your heightened metabolism.

Drawback: You require 50% more food and water than another creature of similar build, due to your heightened metabolism.

Natural Empath (Precursor)

You are naturally perceptive, keenly attuned to the needs of others and their emotional states.

Prerequisite: WIS 13+

Benefit: Each day, you receive a pool of bonus points equal to your character level plus your ranks in Sense Motive. You may spend any amount of bonus points, up to your character level, to improve the result of any of the following skill checks:

Bluff, Diplomacy, Handle Animal, Knowledge: behavioral sciences, Perform (any), Sense Motive

You may spend points to improve a check result at any time, even after the results of the check are announced, reflecting your skill at reading a target's ever changing moods and modulating your approach.

Negative Suggestion (Precursor)

You can focus a low level telepathic gift to place a post hypnotic command in a subject, limiting your victim's behavior in simplistic ways.

Benefit: By engaging in at least one minute of conversation with any sentient creature with an INT score of 5+, you can attempt to use your powers of suggestion to implant a powerful post-hypnotic suggestion in the victim. To use this ability, you must succeed at a DC 15 Bluff, Diplomacy or Intimidate check against the subject.

You plant a powerful aversion in the mind of the subject. If the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it. If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not willingly attend it.

The subject will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so. If the subject is forced into taking an action she has an aversion to, she takes a -2 penalty on any attack rolls, ability checks, or skill checks involved.

This psionic aversion lasts for a number of hours equal to your WIS modifier, plus one hour for every 5 points you beat the check DC by.

Precognitive Dreams (Precursor)

When you sleep, you occasionally receive uncannily accurate glimpses of your future. You've had precognitive dreams your whole life and always wake up knowing when a nightmare was just a nightmare, and when it predicts real danger in the near future.

Prerequisites: Creative, Concentration 2 ranks

Benefit: By spending an action point prior to sleeping, your character can trigger a precognitive dream. While dreaming, the player has a chance to dictate some aspects of the coming adventure, allowing the character to be prepared for these specific threats, challenges or situations.

Each precognitive dream allows the player to dictate one aspect of an upcoming adventure, which usually will occur within the next few hours or days of 'game time'. The gamemaster can also choose to provide a precognitive flash of events that are expected to happen further along the campaign's time line- for example, providing a glimpse of the campaign's main villain relatively early on.

The player can try for any of the following effects:

Threat Precognition: The game master provides either the total challenge rating for an upcoming important battle, or provides a list of adversaries of approximately the same challenge rating. The precognitive player selects an appropriate adversary, which can become a random encounter, a minion or a major recurring adversary.

Challenge Precognition: Identical to threat precognition, except instead of an adversary, the precognitive character selects an appropriate challenge, such as a skill check, trap or environmental hazard from either a gamemaster approved list or a more general list of challenges by CR.

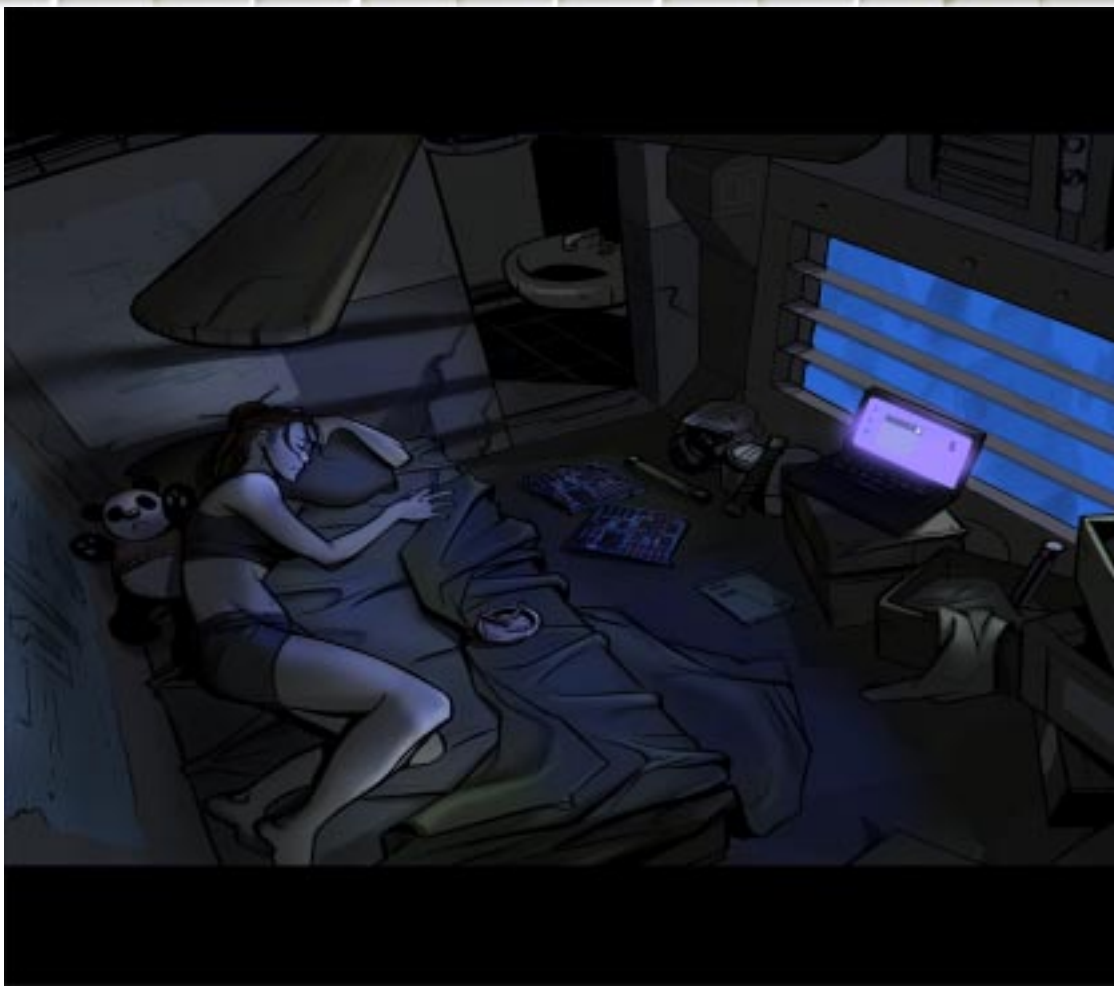
Dramatic Precognition: The precognitive character adds a significant element to an upcoming

scene or encounter, subject to game master approval. This new element can't directly conflict with or contradict the ongoing story, or provide the character with an 'instant win', but can provide a concrete advantage to the player if exploited properly.

For example, the player can declare that the next time his character is brought below $\frac{1}{2}$ HP, some kind of power surge knocks out the lights, possibly aiding his escape. Alternatively, the player might declare a setting detail which serves as a useful clue, such as stating that it will be raining when the group encounters the real killer during a mystery plot.

The gamemaster is free to interpret these precognitive demands as he sees fit. For instance, in the second example, the player could have the group meet all the suspects in a mystery during a driving rainstorm, clouding the precognitive's vision slightly.

It requires at least 8 hours of sleep or rest to receive a precognitive vision. If the character's sleep is interrupted, the action point is not expended, and the precognitive vision simply does not occur. If the event dreamed occurs several days or weeks into the future, the precognitive can dream of the same event multiple times, in hopes of clarifying the event's details. Note that once a vision occurs, the precognitive's actions, or those of his allies might render the future moot.



Psionic Disguise (Precursor)

By taking conscious control of your musculature, rapidly growing or absorbing body mass, and changing your skin tone by increasing or decreasing mennalin flow, you can appear to become another person.

Prerequisites: Concentration 5 ranks; Disguise 5 ranks

Benefits: Once per day, usually upon first awakening, you may choose to assume a psionic disguise. Your features twist and flow, your skin and hair darkens or lightens, and you may seem to change your weight and height by up to 30 lbs or several inches, by means of the amazing conscious control you have over your posture and musculature. Assuming this disguise takes 1 minute of unbroken concentration. You receive a +20 bonus on disguise checks made merely to disguise your identity, or a +15 bonus on disguise checks made to imitate a specific person.

Limitations: Once the psionic disguise has been assumed, your body will not relax into its natural form until a full night and day (24 hrs) have elapsed. If killed or knocked unconscious, you will not regain your true face until 24 hours have elapsed.

Psionic Jinx (Precursor)

Your negativity and envy finds expression in a radius of unlucky psionic activity, an unconscious field of entropy and chaotic energies surrounds you and turn situations to your advantage.

Prerequisite: Heroic Surge, CHA 13+

Benefit: Each day you receive a pool of 'jinx' points equal to your level plus your CHA score. You may use these points to worsen the luck of those around you.

You may apply one or more jinx points to any die rolls (saves, skill checks, attack rolls, die rolls to determine random events) made within 30 ft. You may choose to apply as many 'jinx' points as you like, up to twice your CHA modifier on any single roll. Applying 'jinx' points is a purely mental free action. Using this ability is a free action, which must be done prior to the results of the affected roll being announced.

Psi-Seeker (Precursor)

You can instinctively sense the presence of other psions, and can pierce psionic illusions with ease.

Prerequisite: Iron Will; either Sense Motive or Spot 4 ranks

Benefit: You can automatically sense the presence of any creature with the Psionic subtype when it comes within 100 ft. You do not pinpoint the creature's presence, nor know the exact nature of its psionic gifts, merely the presence of another Psion.

You receive a +4 insight bonus on WILL saves made to pierce psionically generated illusions, or to spot a creature using a psionic talent to improve the result of a Disguise check.

Psi-Thief (Precursor)

You can teleport small, unattended objects into your hand, or teleport such an item away from you.

Prerequisite: Telekinesis

Benefit: You may automatically teleport a Small or tinier object, weighing up to 20 lbs, that you can see directly into your hand. The object must be clearly visible and be within 60 ft. If the object is in the possession of an opponent, it comes to your hand if your opponent fails a WILL Save (DC 12 + your CHA modifier + your levels in a psionic class).

You may also teleport Small or smaller object, weighing 20 lbs or less that is in your hand to any place visible to you within 60 ft. You may not teleport an object directly into another object or a creature, though you may teleport the object to the nearest open space close to a target.

You may use this ability at will, as a standard action, as often as once per minute.

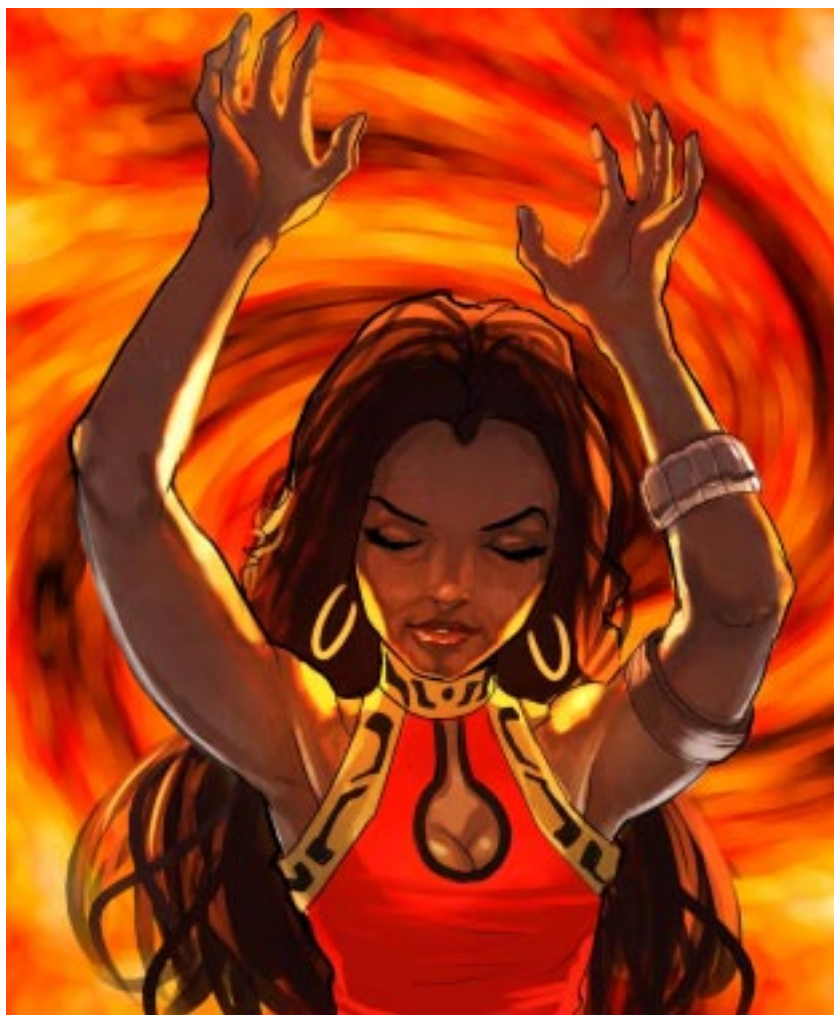
Psychometric Touch (Precursor)

By touching an object, you can open pick up the nearly imperceptible psi-traces left by previous owners.

Benefit: At will, you can touch any inanimate, unliving object, reading the psionic traces left behind by the previous owner. While reading an object's past, you are in a helpless trance state, which you may end at any time. You can maintain the trance state for a number of minutes equal to your WIS modifier (minimum one minute). The amount of information revealed depends on how long you study a particular object.

- 1st round: Previous owner's gender.
- 2nd round: Previous owner's age.
- 3rd round: Previous owner's general appearance.
- 4th round: Previous owner's primary allegiance (if any)
- 5th round: How the previous owner gained and lost the object.
- 6th round and beyond: Next previous owner's gender. The cycle repeats until all previous owners of the object are detailed.

An object without previous owners reveals no information other than a vague image of its place of creation. You can continue to scan for previous owners for as long as the power's duration lasts. If you read the object again, you don't pick up where you last left off in the series of previous owners.



Pyrokinetic Ignition (Precursor)

With a few seconds of concentration, you can ignite huge conflagrations.

Benefit: You can telekinetically excite the structure of mundane objects, heating them to the point of combustion over time. The agitation grows more intense in the second and third rounds after you manifest the power, as described below.

Activating and maintaining a blaze is a standard action, which provokes attacks of opportunity. You may use this power at will and maintain it for as long as desired.

- *1st Round:* Readily flammable material (paper, dry grass, tinder, torches) ignites. Skin reddens (1 point of damage).
- *2nd Round:* Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, water boils.
- *3rd and Subsequent Rounds:* Wood ignites, metal scorches (1d4 points of damage for those holding metallic objects). Skin burns and hair ignites (1d6 points of damage), lead melts.

Remote Viewing (Precursor)

You are a psychic sensitive, who possesses clairvoyant gifts that allow you to see through walls and perceive distant events as if you were there.

Prerequisite: Iron Will

Benefit: You can concentrate on some locale and see as if you were there. Distance is not a factor but the locale must be known, either a place familiar to you or an obvious place, such as behind a door or around a corner. If you chose to use this power to view the interior of an opaque container, you perceive the contents as if the container's walls had become transparent, and are subject to local lighting conditions.

Entering a clairvoyant trance is a full round action which provokes attacks of opportunity. You may maintain the clairvoyant trance for a number of minutes equal to one plus your WIS modifier (minimum two minutes). You may use this power at will; however, you can not enter a clairvoyant trance within an hour of ending a previous clairvoyant trance.

Savant (Precursor)

You are exceptionally gifted, able to learn new skills quickly and effortlessly, and excel in your chosen field.

Prerequisite: INT 13+

Benefit: When you select this feat, you must choose either to be either a physical savant (specializing in STR, DEX or CON based skills), or an intellectual savant (specializing in INT, WIS or CHA based skills). You may place skill ranks within your chosen specialty as you see fit, with no level based cap on skill ranks.

Normal: Skill ranks are limited to your total character level + 3.

Special: You may select this feat twice to become both a physical and intellectual savant.

Second Chance (Precursor)

You take a hand in influencing the probable outcomes of your immediate environment. You see the many alternative branches that reality could take in the next few seconds, and use this foreknowledge to gain a subtle but overwhelming tactical advantage.

Prerequisite: Instinctive Psion

Benefit: You gain a limited form of precognition, which allows you to reroll any single attack roll, saving throw, ability or skill check once a round. You may use this ability a number of times per day equal to 3 plus your CHA modifier (minimum 3 times daily).

You must take the result of the reroll, even if it's worse than the original roll. You do not have to make another roll if you are satisfied with your original roll.

Special: When spending an action point to receive bonus dice, you may expend a daily usage of this power to reroll your action dice in hopes of receiving a higher bonus. You must take the result of the reroll, even if it is worse than the original roll. You do not have to make another roll if you are satisfied with your original roll.

Sensory Expansion (Precursor)

You have far more than just five senses; or even the clichéd 'sixth' sense, possessing the kind of sensory capability usually reserved for advanced combat cyborgs and spy-gear.

Prerequisite: WIS 13+

Benefit: You can perceive portions of the electromagnetic spectrum unseen by most humans. By concentrating, you can easily perceive local commercial radio and television broadcasts. By succeeding on a DC 12 Concentration check, you can intercept police and military signals, air traffic control data, as if listening on a police scanner or similar device. While attuned to these frequencies, you are effectively helpless, but can end the trance state at any time.

You may attempt a DC 15 Concentration check to intercept any cellular phone signal within 100 ft, or to detect any functioning electronic devices (including concealed bugs and the like) within a similar radius.

Your keen senses act as a natural stress and lie detector. You receive a +4 insight bonus on Sense Motive checks and Spot checks made to penetrate a Disguise if you and your subject are within 10 ft. The nerves on your hands are delicate enough to read text printed on ordinary sheet of paper in total darkness.

Serpentine Mane (Precursor)

Your long hair writes and moves with a life to its own, twining around opponents and always secretly working for your benefit.

Prerequisite: CHA 15+, either Iron Will or Confident

Benefit: You have total psychic control over every strand of your hair. Your prehensile hair grants you a +2 bonus on all grapple and disarm checks, as well as Sleight of Hand and Escape Artist checks. If your hair is uncovered, you are always considered to have a 'hand free' for the purpose of what combat abilities you can bring to bear.

Limitation: If your hair is ever cut or burned, you lose the benefit of this feat until it regenerates to it's full length, which requires 1d6+1 days.

Smell Nanonics (Precursor)

Hard experience has taught you the danger of concealed nano-weapons and stealth cyborgs. You've developed a sixth sense that allows you to detect concealed ultra-tech. Your brain has trained itself nearly imperceptible data and you experience this sub-psionic awareness as a distinctive 'mechanical' odor.

Prerequisite: Attentive

Benefit: You are instantly aware of the presence of any nano-colony, nano-tech based genetic enhancement or soft-tech cybernetics, as well as all cybernetics and smartlights, including inactive devices. If you move within 60 ft of one of these devices, you become aware of their presence.

You may attempt a WIS check (DC 10 + the item's Restriction rating) to pinpoint the location of the device. If you succeed at the check by 10 or more points you gain a basic awareness of the device (s) purpose and capabilities.

Silicon Based (Precursor)

You are a silicon based humanoid lifeform, possibly a mutant by the standards of your species. Your non-carbon based biology makes you more durable and resilient than most of the Milky Way's creatures.

Prerequisite: character level first only

Benefit: Your silicon based anatomy means you are much harder to kill than typical carbon-based life. You receive a +2 racial bonus on all FORT Saves and receive a +2 natural armor bonus to Defense.

Drawback: Your anatomy is significantly different than most other humanoids. Medics suffer a -4 penalty to treat you, unless they have the Xeno-Medic feat.

Sociopathic Insight (Precursor)

You have an instinctive talent for sensing and exploiting emotional weakness.

Prerequisite: Sense Motive 4 ranks or Natural Empath

Benefit: Any time you make a successful Sense Motive check against a sentient target, you perceive some hidden emotional weakness about that person. At anytime within 24 hours of making the Sense Motive check, you can reveal this embarrassing, disturbing or painful insight to that target. You must be within 30 ft of the target, who must be able to clearly hear you. Revealing your sociopathic insight is a move equivalent action.

Doing so provides you with a +2 insight bonus on Bluff and Diplomacy checks made against the target. This bonus lasts until the end of the current encounter. Further, the target is considered *shaken* for the duration of the encounter. Creatures immune to fear are not affected by this feat.

Solar Empowerment (Precursor)

Your hail from a planet with a cold, dying star, and under the light of a yellow sun in the prime of its sequence, you gain incredible strength and endurance.

Prerequisites: Planetary Adaptation (either dark or cold world), Endurance

Benefit: When in a system with a blue (Class O, B or A) or yellow (Class G) sun, you receive a +4 racial bonus to your STR score and gain Fast Healing 2, so long as you remain within 1/2 lightyear of the star.

You receive no benefit when traveling through interstellar space, or when in a system with any other type of star. You gain the benefit of this feat in a binary star system, provided at least one of the stars meets the criteria.

Special: Alien creature with the Nocturnal (EX) racial trait may substitute that for the Planetary Adaptation feat.

Superficial Mind Scan (Precursor)

You can read the minds of those around you, easily scanning their surface thoughts.

Prerequisite: WIS 13+, Sense Motive 4 ranks

Benefit: You can detect a creature's surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. You may manifest this ability at will, and maintain the scan for up to one minute per point of your WIS modifier. Manifesting this ability is a standard action, and you must rest at least one minute between activations of this talent.

- *First round of the scan:* Reveals the presence or absence of thinking minds (from conscious creatures with an INT score of 1 or higher) within a 60 ft cone emanating from you. You do not pinpoint scanned creatures or know their exact location.
- *Second round of the scan:* You know the number of sentient creatures (INT score of 5+) and the INT score of any creature within your scanning range.
- *Third round of the scan:* You detect the surface thoughts of any mind within the area. The subject can attempt a WILL Save (DC 12 + your WIS modifier) to avoid having its thoughts read. Animals and similar low intellect creatures have simple, instinctual drives you can pick up.

If the subject succeeds on a WILL save, you must manifest this ability again to have another chance. Each round you concentrate on maintaining the scan, you can scan another 60 ft cone. The power can penetrate barriers, but may be stopped by 1 ft of stone, 1 foot of common metal, a thin lead sheet, or 3 ft of wood or dirt.

Telekinesis (Precursor)

Streamers of luminous ectoplasmic energy flow from your body and drift towards objects you concentrate on. With concentration, you can move small objects at significant distances.

Prerequisite: CHA 13+

Benefit:

You may move objects telekinetically as a standard action. You may move unattended objects weighing ten pounds per point of your CHA modifier. You may utilize this ability at will, directing the object (s) as a standard action, which provokes attacks of opportunities.

You may perform Craft and DEX based skills using telekinesis, but suffer a -4 penalty on all skill checks due to lack of sensitivity. You may throw objects telekinetically, but suffer a -4 penalty on attack rolls.

Thrown objects inflict 1d4 points of subdual damage per 10 lbs. Hard or edged objects inflict 1d4 points of lethal damage per 10 lbs. Inhalation poison telekinetically thrown in an adversary's face or nose inflicts a -2 circumstance penalty on the unfortunate victim's FORT saves. Telekinesis cannot be used directly against living beings or objects in another creature's possession.

Telekinetic characters can affect all objects within line of sight in a 60 ft radius. Telekinetic characters may simultaneously move a number of objects equal to their CHA modifier.

Telekinetic Aim (Precursor)

Your latent telekinetic gifts steady your hands and guide your bullets and arrows to their targets.

Prerequisite: Base Attack Bonus +1

Benefit: By making a DC 20 Concentration check, the character may add his CHA modifier to his ranged attack rolls when using the full attack action. The attack roll(s) must be made using a weapon that fires physical projectiles- a gun, bow, crossbow, cannon or the like. You may not use this feat to guide energy blasts towards their target.

Telekinetic Strength (Precursor)

Reinforcing your physique with telekinetic energy allows you to perform amazing physical feats.

Prerequisites: Iron Will

Benefit: You may add your WIS modifier as an untyped bonus to any STR check or STR based skill check. You may use this ability three times per day.

Twin Bond (Precursor)

You share an unbreakable psionic bond with a twin sibling.

Prerequisite: character level first only

Benefit: You forge a powerful psychic link to your twin brother or sister, who may be an NPC ally or a fellow PC. The other twin is also assumed to have this feat.

You can communicate with your twin through a silent telepathic bond so long as you are within a five-mile radius of each other. You instantly know the health and emotional state of your twin, as well as the distance and general direction to the twin.

You may concentrate and see and hear through your twin's senses, so long as you are both within five miles. While experiencing the world through your twin's eyes, you are considered *helpless*, but you can end the trance state at any time, as a free action.

Urban Stealth (Precursor)

Your minor but useful psychic talents allow you to slip between the cracks of 21st century America's endless, intrusive surveillance.

Benefit: An invisible psycho-kinetic shroud covers you at all times, blurring your image and distorting your voice. You cannot be recorded or photographed by any camera, and your voice is distorted beyond recognition, though not beyond understanding when recorded. Your voice and image are distorted and garbled on real-time communica-



tion links such as cell phones and video communication. Sensors that merely recognize your presence, such as pressure plates, motion detectors or infrared, but cannot identify you are unaffected by this ability.

You receive a +4 insight bonus on Disable Device checks made to shut down sensor systems or recording devices, as well as a +4 insight bonus on Search checks made to detect cameras and other surveillance devices.

Vibratory Scan (Precursor)

You are so tuned to the motion of creatures around you; you no longer need your eyes to see. Instead, you can feel movement all around you, enabling you to pinpoint hidden enemies with ease with a strange telekinetic radar

Prerequisites: Blind Fight, Concentration 5 ranks

Benefit: You gain *tremorsense* with a 60 ft effective radius

PSIONIC FEATS

High level psions can reshape reality, wield devastating energies and perform miraculous feats. For all their powers, psions are not mages: instead they represent the ultimate evolution of mankind, a mental potential that is only unlocked in a handful of homo sapiens.

In order to choose a Psionic Feat, a character must possess the Psionic subtype, either by being a member of a Psionic race or class, or by selecting one or more Psionic Precursor feats.

Agony Field (Psionic)

Through an act of concentration, you create a glistening field of ectoplasm only a few millimeters thick. Ectoplasmic tendrils reach out of your mind to share your sensations all minds near you.

Prerequisite: Pain Transference

Benefit: A number of times per day equal to $3 + \text{your WIS modifier}$, (minimum 3 times daily) you can create a psionic agony field. The agony field forms as a sphere with a 30 ft radius, centered on yourself.

Once the agony field is created, affected creatures can leave the area of effect, but remain affected by this power as long as they remain on the same plane. Creatures caught within the agony field can attempt a WILL save ($DC 10 + \text{your levels in psionic classes if any} + \text{your WIS modifier}$) to negate the effect.

You create an affinity feedback loop with all creatures within the area. While the duration lasts, affected creatures take all damage (including status ailments and ability damage or drain) as you do and

heal all wounds as you do. Hit points gained or lost persist after this power ends.

Creatures in range are also subject Psionic abilities, magical powers and other extra-normal effects. Creatures that have an affinity to you gain a saving throw against each new power transferred through the affinity field as if the power were manifested upon them normally. All magical and psionic effects transferred to subjects fade at the end of this power's duration, although instantaneous effects remain.



If you suddenly become immune to a particular effect or power, the effect or power to which you are immune cannot be transferred to creatures that have affinity to you.

Animal Command (Psionic)

You can psionically override animal instincts and control lower lifeforms like combat drones. You can communicate with and command animals as easily, if not more easily, than you interact with other humanoids.

Prerequisites: Animal Bond

Benefit: You can communicate empathically with any creature with the animal, magical beast or vermin type, and at the game master's options, with similar but more exotic non-sentient creatures. Unless commanded to attack or guard, or threatened by you, most creatures of these types have an initial starting attitude of Indifferent towards you.

You can speak with and attempt to influence non-sentient creatures with a Bluff, Diplomacy, or Intimidate check, as well as attempt to gain basic information about things the animal has experienced through simple empathic conversation.

A number of times per day equal to three plus your CHA modifier (minimum three times daily), you can take complete command of an animal's, magical beast's or vermin's body, operating the creature like a puppet. The creature must have an INT score of 3 or less to be affected by this ability. You may not command any creature with HD or CR greater than your total character level.

Unwilling animals receive a WILL Save to resist the effect (DC 10 + $\frac{1}{2}$ your character level + your CHA modifier); success means that specific animal cannot be affected by this ability for 24 hours. You can direct the animal's behavior, even commanding it to fight on your behalf as a full round action. You have total command over the creature, and can force it into suicidal behavior. You must have line of sight to command an animal in this manner.

The control effect lasts for a number of minutes equal to your CHA modifier (minimum one minute), and upon the end of the effect, most animals will attempt to flee your presence as rapidly as possible.

Animal Overlord (Psionic)

You can compartmentalize your mind, becoming the leader of a large, mind controlled pack of servitor animals. You allow your subconscious mind to command your beasts, allowing you to act in concert with the pack.

Prerequisite: Animal Command

Benefit: The duration of your animal command ability is extended to a number of hours equal to your CHA modifier (minimum one hour). You may simultaneously command a number of creatures equal to your INT modifier. No single member of the pack may have more HD or CR greater than your own total character level, and the total pack can have a maximum HD equal to twice your total character level.

You instantly and effortlessly transmit commands to your mind controlled pack, allowing you to control your beasts as a free action. You may act normally while commanding your pack, but still require line of sight to your mind-dominated pack.

Aphasia (Psionic)

With a bolt of unchecked psionic force, you can blast a target's mind, inflicting pin-prick neural hemorrhages and micro-strokes, which destroy a victim's capabilities.

Prerequisite: Superficial Mind Scan

Benefit: As a standard action, you can unleash a psionic blast against any living creature within 30 ft. You may use your Aphasia power as often as once per round.

A victim targeted by this ability suffers a debilitating micro-stroke that permanently removes 1d6 skill ranks, chosen by you at the time the power is activated. Victims suffer an additional +1d6 points of skill-rank damage per point of your WIS modifier (maximum 5d6 ranks).

You may target any skill you know the target to possess, target the skill or skills the target has most recently used, or target any languages the target can speak or read. If the target has fewer skill ranks than you could remove, the power removes all possible skill ranks and then ceases, having no additional effect.

Your target may attempt a WILL Save (DC 10 + your WIS modifier + your levels in a psionic class) to partially negate the effect. Targets who save against this effect only suffer the loss of a single rank in one particular skill.

Cloud Mass (Psionic)

You can transform your body into a free-floating cloud of ectoplasm and charged psi-particles.

Prerequisite: Iron Will, Concentration 8 ranks

Benefit: As a move action, you can transform yourself into a cloud of ectoplasm or regain your human density.

While in your ectoplasmic state, you resemble a glistening cloud of fog or smoke, which vaguely resembles your human form. While ectoplasmic, you are intangible and immune to physical harm, though you have no STR score, and cannot directly interact with physical objects. While ectoplasmic, you can pass through any non-airtight container or barrier. While ectoplasmic, you gain a flight speed of 30 ft (clumsy), and your base land speed is reduced by 10 ft.

You may become ectoplasmic at will, and maintain your intangible state indefinitely, until you consciously choose to re-solidify.

Drawback: As an ectoplasmic entity, you suffer double damage from energy based attacks, including psionic energy attacks. You cannot enter water, and cannot move against a wind in excess of 10-15 mph. Stronger winds force you to return to your solid human form.

Cosmic Energy Battery (Psionic)

Your cells are already designed to absorb the vibrant energy of a main sequence star, and can absorb ambient cosmic radiation to increase your power.

Prerequisite: Solar Empowerment

Benefit: You are sustained by ambient cosmic radiation, which makes you immune to the harmful effects of radiation, to suffocation and hard vacuum. You do not need to eat or drink.

When in a heavily irradiated area, you receive a +2 enhancement bonus to your STR and CON scores, as your body absorbs and process the radiation as extra power.

Ectoplasmic Barrier (Psionic)

You can create an impenetrable barrier of solid ectoplasm, a psionic force field that can withstand everything up to and including a low yield nuke.

Prerequisite: Anti-Ballistic Shell

Benefit: A number of times per day equal to 3 + your WIS modifier (minimum 3 times daily) you can manifest a nearly unbreakable wall of psionic energy and hardened ectoplasm. The Ectoplasmic Barrier cannot move, and is immune to damage of all kinds. Spells, breath weapons, energy attacks cannot pass through the wall in either direction. The Ectoplasmic Barrier is mostly transparent, so gaze based attacks/effects can pass through, and is not airtight.

The psion can choose to sculpt the barrier into a flat, vertical plane whose area is up to 60 ft square, or into a sphere or hemisphere with a radius of up to 10 ft per point of his WIS modifier.

Once activated, the Ectoplasmic Barrier remains as long as the psion concentrates on maintaining the field to a maximum of one minute per point of his WIS modifier. Activating or maintaining this feat is a standard action.

Ectoplasmic Corona (Psionic)

You can generate a mobile ectoplasmic cocoon around your body that moves as you do and provides an impressive defense.

Prerequisite: Anti-Ballistic Shell

Benefit: A number of times per day equal to 3 + your WIS modifier (minimum 3 times daily) you can manifest psionic armor. The ectoplas-mic corona extends a few inches from your skin, covering you completely. The corona absorbs and negates *magic missiles* and other force-based attacks directed at you, and provides a +4 bonus to Defense. The corona carries no armor penalty or arcane spell failure chance.

Once activated, you can maintain the corona for a number of minutes equal to one plus your WIS modifier (minimum two minutes), without further concentration.

Feedback Agility (Psionic)

You can perform amazing acrobatic feats, making jumps that even Olympic champions would find impos-sible.

Prerequisites: Telekinetic Strength

Benefit: You may make a vertical leap without needing to make a running start. However, if you can make a running start of at least 20 ft, you receive a +4 bonus on the Jump check.

Your telekinetic strength has focused to the point you always add your WIS modifier as a bonus on your Jump checks, enabling you to perform truly amazing leaps.

Normal: A running start is required to make a vertical leap.

Gravity Control (Psionic)

With a thought, you can increase the planet's gravitational pull or negate it completely.

Prerequisite: Telekinesis, Telekinetic Mastery, Concentration 4 ranks

Benefit: A number of times per day equal to 3 + your CHA modifier (minimum 3 times daily),



you can alter gravity in a 100 ft radius around your body. This field moves with you as long as the effect remains active. This gravity field affects everything within the radius, except you, unless you specifically choose to be affected. You can otherwise move and operate normally.

You may choose to either create a High Gravity environment or a zero gravity environment, as described in the D20 Future core rulebook., within this field. You may maintain the field for up to one minute per point of your CHA modifier per activation. You may change between high and zero

grav environments as often as once per round during this time. Activating and maintaining the field is a standard action.

Hypercognition (Psionic)

You are one of the greatest deductive minds on the planet, processing data in a revolutionary new way which allows you to solve otherwise impossible conundrums.

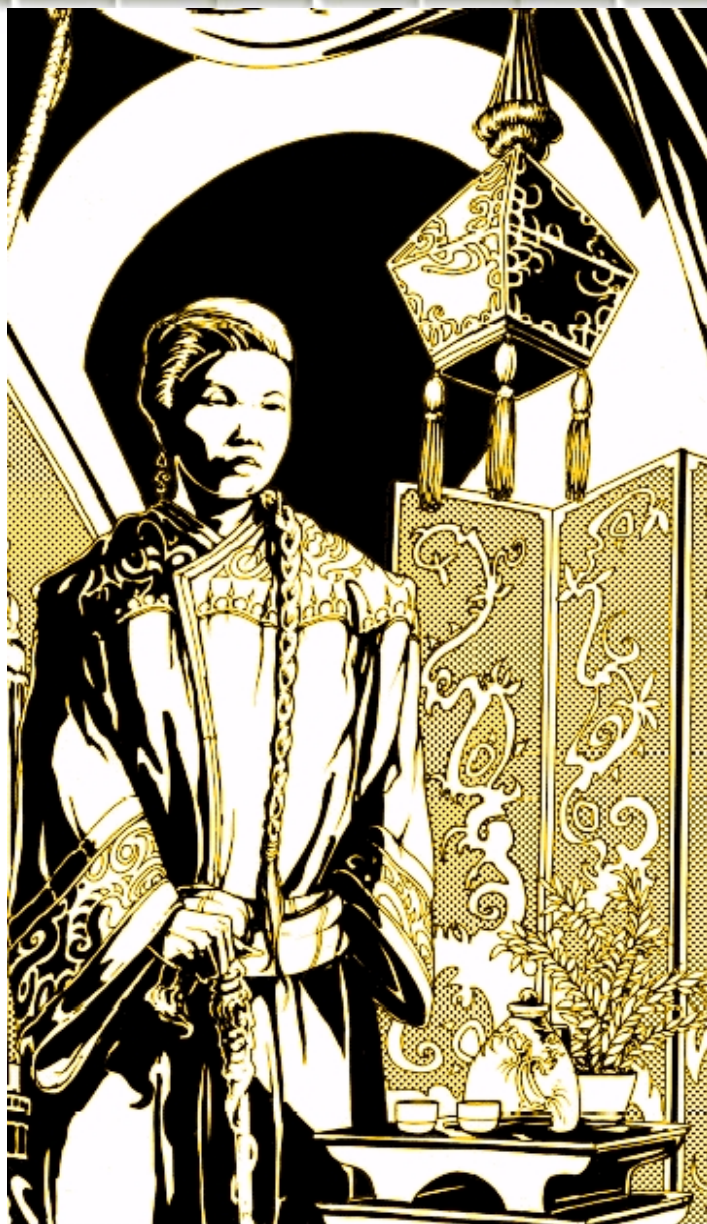
Prerequisite:

either Circuit Neurology or Savant (mental)

Benefit:

You make lightning-fast deductions based on only the slightest clue, pattern, or scrap of memory resident in your mind. You can make reasonable statements about a person, place, or object, seemingly from very little knowledge. However, your knowledge is in fact the result of a rigorously logical process that you force your mind to undertake, digging up and correlating every possible piece of knowledge bearing on the topic (possibly even extracting echoes of knowledge from the Astral Plane).

The nature of the knowledge you gain concerning the subject of your analysis might include the answer to a riddle, the way out of a maze, stray bits of information about a person, legends about a place or an object, or even a conclusion concerning a dilemma that your conscious mind is unable to arrive at.



An INT check, or appropriate Knowledge check may be required to obtain the desired information. If so, you can manifest hypercognition as an immediate action prior to making the check and receive a +20 bonus for doing so.

Using

Hypercognition is a free action, which is considered part of the Knowledge or INT check made during the manifestation of this ability. You may activate this ability a number of times per day equal to one plus your INT modifier (minimum twice daily).

Incomplete Wormhole (Psionic)

By opening microscopic wormholes within a target's body, you rip away blood, bone and tissue, shredding a foe from within and spreading his remains across a thousand mile radius.

Prerequisite: Wormhole

Benefit: A number of times a day equal to 3

+ your INT modifier (minimum 3 times daily), you can create a series of random, dangerously incomplete wormholes within an enemy's body. Your target must be within 60 ft of you, and you must be able to clearly see your target. A victim may attempt a FORT save (DC 10 + your levels in psionic classes if any + your INT modifier) for half damage.

As a standard action, you psychoportively disperse minuscule portions of the subject, dealing 5d6 points of damage. You may also choose to spend an action point or points to increase this deadly power's lethality: for each action point you spend, this ability inflicts an additional +1d6 points of damage, with no maximum damage ceiling.

Mechanical Discordance (Psionic)

You can project a quantum energy field, which disrupts electrical circuits, distorts physical laws like inertia and friction, and impedes chemical reactions. Complex machines of all types, from automobiles to 9mm handguns, fail in your presence.

Prerequisite: Anti-Psi Broadcast or Urban Stealth

Benefit: By concentrating, you can shut down a single machine you have line of sight to within 60 ft. Concentrating on a machine is a standard action; the machine (which can be any vehicle, weapon, electronic device, surveillance equipment, ect) fails to work as long as you maintain concentration on suppressing its function. You may also choose to disable one specific system of a more complex machine (ie: disabling a plane's radio but leaving its avionics untouched).

The game master may rule that exceptionally large or complex devices (a nuclear reactor, a USN aircraft carrier, ect) can only be partially affected if at all. Unattended devices receive no save; an object being worn, used or piloted resists the effect using its operator's FORT save. Since cybernetics are protected and enveloped by their host's 'krillian' aura, they cannot be affected. Sentient robots and AI s cannot be affected by this power.

Life Thief (Psionic)

You can kill with a touch, stealing the vital energy of the soul, and using the stolen energy to maintain your own body.

Prerequisite: Energy Vampire

Benefit: You can absorb the energy of another living creature with a successful touch attack. Your vampiric touch deals 1d6 points of

damage per two character levels (maximum 10d6 at 20th level).

You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Memory Scan (Psionic)

You can hack a subject's memory like a computer system, searching through memories that are both recent and easily accessible and thoughts buried under a weight of years and experiences. Non-psionics can hide few secrets from you.

Prerequisite: Superficial Mind Scan

Benefit: A number of times per day equal to 3 + your WIS modifier (minimum 3 times daily) you can initiate a full scale memory scan. You must be within 30 ft of the target to initiate or maintain the scan. You may maintain the memory scan with concentration, up to one minute per point of your WIS modifier. An unwilling target may resist the memory scan with a WILL Save (DC 12 + your WIS modifier + your levels in a psionic class).

All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. If the subject succeeds on a WILL Save, it is not required to answer the question; however, making a save does not end the power. You can ask the subject a new question (or the same question) in subsequent rounds for as long as the power's duration persists.

You can probe a sleeping subject and automatically get an answer to your question. If the subject then succeeds on a WILL save, it wakes after providing the first answer and thereafter can resist answering by making WILL saves as described above. Subjects that do not wish to be probed can attempt to move beyond the power's range, unless they are somehow hindered.

You pose the questions telepathically, directly to the target's subconscious mind, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

Since the memory scan targets the subject's subconscious mind, you can receive truthful, relevant information even from a creature that cannot consciously remember the information, such as an amnesiac or mind-wiped creature.

Mental Overload (Psionic)

With a glance, you can overload a target's consciousness with agony or ecstasy.

Prerequisite: CHA 15+

Benefit: As a free action once per round you can lock gazes with any sentient target and attempt to overload their senses. The target must succeed at a WILL Save (DC 10 + your CHA modifier + $\frac{1}{2}$ your levels in psychic character classes, if any) or become effectively *nauseated* for 1d6+1 rounds. You can overload a target with either agonizingly painful or intensely pleasurable sensations, at your option.

This ability does not function against creatures immune to pain effects or subdual damage.

Molecular Disintegration (Psionic)

While intangible, your ghostly body generates damaging electromagnetic and quantum discharges, which disassemble solid matter.

Prerequisite: Cloud Mass

Benefit: While transformed into your cloud-state, you may envelop an adversary of your size or smaller simply by moving into the target's square. While in the same square with a target, your



energized body lashes out at the opponent. Your presence inflicts 2d6 points of either fire or acid damage per round you remain in the enemy's square. You choose whether to inflict fire or acid damage when this feat is chosen, and once the choice is made it cannot be changed.

Pain Transference (Psionic)

You can dampen down your pain, deadening your nerves by an act of will, storing the agony of your wounds until you release the neuro-kinetic energy as a debilitating psionic strike.

Prerequisite: Iron Will, Focused

Benefit: Any time you suffer at least 10 points of damage, you may attempt a DC 15 Concentration check, as a free action, to transform the pain into a damaging psionic energy surge. If the check is successful, your body crackles with a short-lived neuro kinetic charge, which you can utilize in one of two ways.

You can internalize the energy charge, receiving a short-lived surge of adrenaline and focus. You receive a +1d3 insight bonus to STR and DEX, which lasts for one minute per 10 points of damage inflicted. Using the Pain Transference feat in this way is a free action.

You can externalize the energy charge, gaining the ability to make a ranged touch attack (with a 30 ft maximum range) against a single target on your next action. You blast your opponent with psionic energy, like a mental taser, which leaves your target debilitated with agony. The target is *paralyzed* for 1d3 rounds, plus one round for every ten points of damage inflicted. The target can attempt a WILL save (DC 12 + your WIS modifier + your ranks in psionic classes) to negate this agonizing effect.

Polyglot (Psionic)

You instantly and intuitively grasp the underlying rules of unfamiliar languages and codes, and can pick up a completely new language in seconds.

Prerequisite: Savant (mental)

Benefit: You can understand any creature that has a language. You can also speak that language, assuming you are physically capable of doing so (a human with this feat might have difficulty 'speaking' with a creature that communicates through scent cues, but would have no problem understanding the creature's scent messages).

You gain literacy in an unfamiliar language after 1d4+1 minutes of study. Finally, your familiarity with codes and ciphers provides you with a +10 racial bonus on Decipher Script checks.

Psi-Adhesion (Psionic)

Your body is surrounded by an ultra-short range telekinetic field, just a few microns in diameter, which forms a nearly unbreakable molecular bond between you skin and a surface you touch, enabling you to climb walls and ceilings as nimbly as a spider.

Benefit: You can climb and travel across vertical surfaces and even traverse ceilings as well as a spider does. Your fingertips or feet must be uncovered, and your hands must be free to climb in this manner.

You gain a climb speed of 30 ft, and do not need to make Climb checks to scale a surface.

Psi-Bolt (Psionic)

You can fire a powerful bolt of charged ectoplasm and psionic force which attacks opponents both physically and emotionally.

Prerequisite: Iron Will

Benefit: As a standard action, you can unleash a devastating psionic blast. You may use this ability as often as once per round.

Your psi-bolt inflicts 1d6 points of force damage, plus an additional +1d6 points of damage per point of your WIS modifier (maximum 6d6). The psi-bolt is a ranged attack with a maximum range of 60 ft.

A creature who takes damage from your psi-bolt must also succeed at a WILL Save (DC 10 + your WIS modifier + your levels in a psionic class) or be stunned for one round. Targets who fail their saves are bombarded with painful memories and discordant sensory input. Objects and mindless creatures, such as robots, constructs and some undead are immune to the psi-bolt's effects.

Psi-Grenade (Psionic)

You can create devastating telekinetic explosions, which explode like psionically charged grenades, shredding living tissue and destroying minds.

Prerequisite: Psi-Bolt

Benefit: Rather than targeting a specific adversary with your Psi-Bolt you can create a charged sphere of psionic energy, which you hurl

like a grenade. The hurled psi-grenade is considered a ranged attack with a maximum range of 60 ft, like the Psi-bolt it is based upon.

The psionic grenade has a blast 20 ft blast radius. All sentient creatures caught within the blast radius are affected as normal for a psi-bolt. Creatures caught within the blast radius may attempt a DC 15 REF save for half damage.

Psychic Lockdown (Psionic)

A single touch from you disrupts a psion's mental energy fields and causes agonizing neural chaos within them, preventing your adversaries from manifesting psionic abilities.

Prerequisite: Anti-Psi Broadcast

Benefit: By touching the bare skin of a creature with the Psionic subtype, you can attempt to temporarily lock down the enemy psion's mental abilities. Using this feat is a touch attack. The victim can attempt to resist the effect's abilities by succeeding at a WILL save (DC 10 + your levels in psionic classes if any + your CHA modifier).

If the target fails her save, she cannot manifest any Psionic Precursor or Psionic feats, nor manifest any supernatural (SU) or spelllike (SP) abilities granted by membership in a psionic race or class. If the race or class grants extraordinary (EX) abilities, those are unaffected by the power disruption. The power disruption remains in effect for 2d6 rounds.

Psychic Surgery (Psionic)

You can reach deep into damaged tissue and seal it shut by sheer force of will.

Prerequisites: Mind Healer or Faith Healing, Treat Injury 8 ranks

Benefit: By expending an action point and touching a wounded creature whose HP total is -9 or greater, you instantly restore the target to full HP. Using this ability is a full round action, and you are *exhausted* after using this ability.



Strength of Will (Psionic)

Strength is more than purely physical. Your unshakable will power and strength of conviction sustains and protects your body as well as the sanctity of your mind.

Prerequisite: Iron Will, Indomitable

Benefit: You use your WILL Save modifier in place of your FORT Save modifier as long as you are conscious. From the moment this feat is chosen, the only time you will ever use a FORT Save again is if you are unconscious.

Shockpulse (Psionic)

With an angry gesture, you can project a wall of psychic force and excited air molecules that slams into your adversaries like a wrecking ball.

Prerequisite: Focused, Concentration 8 ranks

Benefit: By succeeding at a Concentration check as a standard action, (DC 10 + the number of previous successful checks made to generate a pulse), you can fire pulse of high impact kinetic energy.

Your shockpulse is a ranged touch attack with a 60 ft maximum range, which inflicts 4d6 + WIS modifier points of bludgeoning or subdual damage, chosen when the blast is fired.

Once you fail a Concentration check to generate a Shockpulse, you cannot use this feat for an hour. You can begin using this feat normally after an hour of rest.

Spontaneous Evolution (Psionic)

Your body automatically adapts to hostile, threatening environments, with your body physically changing in response to danger. If drowning, you manifest gills, if burning your skin hardens into a calcified exoskeleton, and so on.

Prerequisite: CON 13+, Endurance

Benefit: Once per day, you can activate a powerful mutagenic gift. Activating this power is a free action. Once manifested, this power remain active for a number of hours equal to your CON modifier (minimum one hour).

Your body automatically adapts to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature



native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment. You become immune to all toxins and poisons for the duration of the effect.

You need not specify what environment you are adapting to when you manifest this power; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration.

You can somewhat adapt to extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals one or more dice of damage per round deals you only half the usual amount of damage.

Suicide Drive (Psionic)

With a few well chosen words, you can completely shatter a victim's mind, leaving them nearly catatonic with depression and self loathing, all too willing to end their own lives and save you the trouble.

Prerequisites: Intellectual Mastermind, Sociopathic Insight

Benefit: By spending at least five minutes in conversation with any sentient creature with an INT score of 5 or higher, you may attempt a Diplomacy or Intimidate check (DC 25 + the target's WIS modifier).

If this check is successful, you utterly destroy the target's mind, devastating their ego and bringing all their hidden faults and secrets to light in the cruelest way possible. The target becomes nearly catatonic with depression, and is considered *dazed*, and though the affected character can defend himself normally, few consider it worth the effort to do so. The character is consumed with thoughts of suicide, and will attempt suicide in the most logical, straightforward and effective manner possible unless restrained or unconscious.

The depressive, *dazed* state remains in effect for a number of days equal to your CHA modifier, or until the victim undergoes psychiatric treatment, which requires a DC 25 Knowledge: behavioral sciences check and at least a day of effort. The overtly suicidal state lasts for a number of hours equal to your CHA modifier, plus one hour for every point you beat the check DC by. This is a mind affecting, language dependant effect.

Telekinetic Mastery (Psionic)

You can lift truly incredible weights with your mind.

Prerequisites: Telekinesis, Focused

Benefit: You may telekinetically lift up to 100 lbs per point of your CHA modifier.

Normal: You may telekinetically manipulate objects weighing up to 10 lbs per point of your CHA modifier.

Telekinetic Sniper (Psionic)

You are one of the deadliest snipers alive, using your latent psi-talents to find weaknesses in even the most heavily defended target.

Prerequisite: Telekinetic Aim, Dead Aim, Base Attack Bonus +5

Benefit: When firing any ranged ballistic weapon you could use in conjunction with your Telekinetic Aim feat as a full round action, you treat the attack as a ranged touch attack rather than a conventional ranged attack.

Teleport Trade (Psionic)

You have learned to use your teleportational gifts offensively, using them to take control of the battlefield, and reposition the players, both friend and foe, to your choosing.

Prerequisite: Visual Teleport

Benefit: When using your Visual Teleport feat, you may choose to use your teleporting ability in a new way. You instantly swap positions between your current position and that of a designated creature, of the same size category, within your teleport range. Willing creatures receive no save, and a creature unwilling to be teleported may resist the movement with a WILL Save (DC 10 + your INT modifier + your levels in any psionic class).

Alternatively, you can swap the positions of any two allies in range. This power affects creatures of Large or smaller size. You can bring along up to a medium load objects, but not other creatures.

Temporal Fossilization (Psionic)

With a touch, you can lock a target into temporal stasis, paralyzing them and freezing them in place exactly as they are.

Benefit: Freezing a target requires a range touch attack, and the temporal stasis can be negated with a successful WILL save (DC 12 + your levels in psionic classes if any + your INT modifier). A touched target remains in temporal stasis for a number of hours equal to your INT modifier.

Your touch covers the target in a translucent carapace, which glistens like oil. This temporal gel instantly freezes the target. Following the application

of this power, the subject appears lifeless. In fact, it is not dead (though no life can be detected with powers or spells that detect such).

When the power's effect ends, the 'temporal gel' melts away, and the subject is in exactly the state he was prior being affected by crystallize. A target damaged or destroyed during the stasis period remains slain or injured when the effect ends.

You may activate your temporal fossilization ability a number of times per day equal to 3 + your INT modifier (minimum 3 times daily) Each time you activate this power, your hands glow with psionic energy, enabling you to make temporal stasis touch attacks for a number of rounds equal to your INT modifier.

Trauma Lash (Psionic)

You have learned how to use your internal pain as a defense mechanism, manifesting a stinging torrent of incomplete memories and chaotic impressions. The force of your pain and rage hits like a taser.

Prerequisite: Catharsis of Action

Benefit: As a standard attack action, which does not provoke attacks of opportunity, you can sacrifice XP and by doing so channel mental trauma into a powerful psychic blast.

You must spend a minimum of 25 XP to project a trauma lash. You can spend more points to increase the damage your trauma lash can inflict.

Your psionic lash screams from your body in a cone shaped emanation 30 ft long. Any sentient creatures with an INT score of 5 or greater caught within the cone must succeed at a WILL save or be affected by the agonizing psi-strike. The base save DC is 10 + ½ your character level + your CHA modifier.

A creature that fails its save is *paralyzed* for 1d4 rounds. Mindless and non-sentient creatures, as well as creatures immune to mind influencing effects are not affected by your trauma lash.

Enhancement: Each additional 10 XP you sacrifice increases the WILL Save DC modifier by +1. IN addition, for every 20 XP you spend on the blast, the duration of the *paralysis* effect is increased by +1 round.

Traumatic Neuro-Dart (Psionic)

You have learned how to use your internal pain as a defense mechanism, manifesting a stinging torrent of incomplete memories and chaotic impressions. You can channel your rage into a lethal laser-like blast that can cripple or kill.

Prerequisite: Cantharis of Action

Benefit: As a standard attack action, which does not provoke attacks of opportunity, you can sacrifice XP and by doing so channel mental trauma into a powerful psychic blast.

You must spend a minimum of 25 XP to project a neuro-dart. You can spend more points to increase the damage your trauma lash can inflict.

Your Neuro-Dart is treated as a ranged touch attack with a maximum 60 ft range. A creature struck by your Neuro-Dart suffers 2d6 points of force damage. Each additional 10 XP sacrificed increases the strikes damage by +1d6 points, to a maximum of 10d6 points of damage, at a cost of 105 XP.

If you choose to spend 50 of more points of XP on the Neuro-Dart, it inflicts splash damage on any creatures within an adjacent square. Creatures exposed to splash damage suffer half damage, and may attempt a DC 15 REF Save to avoid the splash damage entirely.

Visual Teleportation (Psionic)

You can travel faster than light, instantly teleporting short distances faster than the human eye can follow.

Benefit: As a move action, you can teleport yourself from your current position to any other spot within 50 ft, to which you have line of sight. You can bring along possessions that amount to as much as a medium load, including small living creatures that weigh as much as 20 pounds. Movement caused by the use of dimension slide does not provoke attacks of opportunity. You may activate this power as often



as once per minute. If you somehow attempt to transfer yourself to a location occupied by a solid body or a location you can't see the power simply fails to function.

By spending an action point, you can activate this power instinctively as a free action, teleporting out of the way of an attack, even an ambush. Though you need not be consciously aware of the attack, and may use this ability while flat footed, you may not use this ability when helpless, paralyzed or unconscious.

Wormhole (Psionic)

You can open dimensional portals that bend space-time, allowing you to step between continents as easily as you step between rooms.

Prerequisite: Iron Will, Remote Viewing, Knowledge: physical sciences 4 ranks

Benefit: A number of times per day equal to 3 + your INT modifier (minimum 3 times daily) you can tear open a glistening hole in space-time. Your warp portal is roughly 10 ft in diameter, and remains a stable, two way transit point for the duration of the effect. Gasses, ranged attacks and the like can pass through the portal, just as they could through an open door.

You may open a warp-portal to any place you know well, to an obvious location (such as behind a door or around a corner) or any place you have scanned with Remote Viewing or another psionic ability. You may create a portal to any place within 1,000 miles per point of your INT modifier.

The portal remains open for as long as you maintain concentration on it, and for 1d6 minutes after you cease concentrating on it. You can also close a portal you've created at any time, as a standard action.

You may attempt to widen your portal by succeeding at a DC 20 Knowledge: physical sciences check. If successful, the portal's diameter increases by 1 ft per point you beat the check by. A wormhole teleporter may attempt to close another teleporter's wormhole by succeeding at an opposed WILL save.



WEAPONS & EQUIPMENT

The coolest heroes of 1990s comics had the coolest toys. Most of the Image founders were life long comic and anime fans, and introduced American comic readers to the concept of power armor, Akira-influenced bullet bikes, and an assortment of energy weapons so uniquely lethal a team equipped with a half dozen could take over most small nations

Most of the new tech for a Psi-Watch campaign is far more advanced than 21st century science would ordinarily be able to produce. Early Image comics featured everything from snub-nosed laser pistols, to full cybernetic conversion and advanced power armor... all in a fictional 1992 outwardly identical to the one we all lived through. Used in conjunction with the weapons, gadgets and

equipment enhancements presented in the D20 Future campaign setting, these new props capture the exciting and ultra-slick reality of Image's early supersoldiers.

THE HUMAN ARSENAL

Human armorers working for Psi-Watch have constructed an amazing array of deadly energy weapons. Psi-Watch weapons are heavy, bulky and built for intimidation and style. The exception of course, are the deadly "Choi" series of high concealment holdout pistols. Meanwhile, the famous armorer Metamorphosis North imports 22nd century weapons from a war torn alternate future.

	Ajax .50 cal Railrifle	ARPL--1996 Plasma Pulse Rifle	Atom Cracker Heavy Rifle	Choi Subnose Ion Pistol	Choi Stormfront Ion Pistol	Garrison-4 Rocketbox	IMI Peregrine Laser Pistol
Damage	4d10 ballistic	2d8 fire	2d10 ballistic *	2d8 electrical	2d6 electrical	4d6 slash/fire	2d6 force
Critical	19-20/x2	20/x2	20/x2	20/x2	20/x2	19-20/x2	20/x3
Range Increment	500 ft	60 ft	50 ft	10 ft	20 ft	60 ft	30 ft
ROF	Single	Semi/-Full	Semi	Semi	Semi/Full	Single	Semi
Magazine	10 Box	30 Cell	12 cell	15 cell	18 cell	4 internal	15 cell
Size	Huge	Large	Large	Tiny	Tiny	Medium	Tiny
Weight	52 lbs	14 lbs	22 lbs	2 lbs	2 lbs	10 lbs	2 lbs
Purchase DC	29	23	23	19	20	17	20
Restriction Rating	Mil (+3)	Mil (+3)	Mil (+3)	Mil (+3)	Mil (+3)	Mil (+3)	Res (+2)

	Mastiff Particle Slinger	MN-14 Wyvern SMG	MN-18 Stormblade Ion Pistol	MN-20 Manticore Machine Pistol	Mjolnir Ion Cannon	Rapmund 440mm Heavybore Plasma Cannon
Damage	2d6 ballistic or subdual	2d6+1 ballistic	2d8 electrical	2d6 ballistic	6d6 electrical	4d8 fire
Critical	20/x2	20/x3	18-20/x2	20/x2	-	20/x2
Range Increment	15 ft	50 ft	60 ft	40 ft	30 ft line	30 ft
ROF	Single	Semi/Full	Single	Semi/Full	Single	Single
Magazine	12 cell	30 box	12 cell	30 box	10 cell	8 cell
Size	Large	Small	Tiny	Medium	Huge	Huge
Weight	8 lbs	3 lbs	1.5 lbs	5 lbs	36 lbs	75 lbs
Purchase DC	23	18	20	19	25	26
Restriction Rating	Res (+2)	Res (+2)	Res (+2)	Res (+2)	Mil (+3)	Mil (+3)

Ajax .50 cal Railrifle (PL 6)

The Ajax .50 cal Railrifle is an improved version of a reliable Vietnam era rail-gun design. The massive weapon is distinguished by its slate grey, triangular barrel, studded with pressure vents, which stretches nearly 5 ft. Adding in the magnetic propulsion array, sights and detachable tripod, the weapon is nearly 7 ft long.

The Ajax uses concentric magnetic rings within its barrel to accelerate a .50 cal depleted uranium and tungsten steel slug upwards of Mach 5. The Ajax can punch through a destroyer's hull at a range of nearly a mile, making it one of the deadliest sniper rifles ever devised. This weapon is always considered a master craft weapon, and grants a +1 bonus on ranged attack rolls.

ARPL 1996 Plasma Pulse Rifle (PL 7)

The ARPL 1996 is a new model energy weapon, built using heat resistant composites and miniaturized chemical coolant systems, designed with the express purpose of marrying the damage dealing capability of a heavy energy weapon with the rate of fire of a modern assault rifle.

The ARPL 1996 is a relatively blocky and non-ergonomic weapon, and the cooling systems built into the heavy cowling trade accuracy for firepower. Unlike conventional assault rifles, the ARPL is usually treated as a squad support weapon, a relatively lightweight alternative to bulkier heavy weapons.

Atom Cracker Heavy Rifle (PL 6)

This massive device is only used by the strongest Frontliner troops, and has been in service since the mid 190s. The device resembles an old combustion engine more than a modern energy weapon, with four piston-like devices, two on either size of the barrel, which pump in and out as the weapon power cycles. Iraqi scavengers often mount the Atom Cracker as a "technical"- a jury-rigged vehicle weapon mounted on the bed of a pickup truck, and use it against Psi-Watch armored vehicles.



Special: This weapon is designed to unleash the atomic energy stored within heavily armored targets. The weapon's target suffers additional damage equal to its Natural Armor or Equipment bonus to defense on a successful hit. This weapon is usually only deployed to take down mecha, constructs, armored vehicles and other such heavily armored adversaries.

Choi Snub-nosed Ion Pistol (PL 6)

The Choi Snub-nosed has been in use since the early 1980s, and is one of Psi-Watch's oldest and most dependable energy weapons. The short barreled energy weapon is only slightly bulkier than a holdout pistol, and is composed almost entirely of ceramic and non-ferrous Culture alloys, making it an ideal stealth weapon.

The Choi fires a short pulse of ionized plasma, which strikes as lethally as a thunderbolt. Reloading is fairly simple: crack the Choi open on the break point, slip in a new power cell and close.

The Choi is designed for high concealment, and grants its user a +1 equipment bonus on Sleight of Hand checks made to conceal the weapon.

Choi Stormfront Pistol (PL 6)

The Choi Stormfront is a slightly modified version of the Choi Snub-nosed, designed for rapid fire. The Choi trades raw damage output for reliable fully automatic fire. Like the Snub-nosed, the Stormfront is a sleek, miniaturized high concealment pistol which grants its user a +1 equipment bonus on Sleight of Hand checks made to conceal the weapon.

Garrison-4 Rocketbox (P 6)

The Garrison-4 is an ultra-miniaturized Stinger missile launcher, roughly the size and weight of a high caliber pistol. The weapons four barrels hold four solid fuel missiles, each roughly the size of a pencil, but packing a dense explosive warhead. Though common as a hand weapon, Garrisons are often integrated into a suit of power armor or as a weapon gauntlet in non-powered armor. The weapon is named for its most famous user, the hulking Patriot Anvil warcriminal, Garrison.

The missiles communicate wirelessly with a targeting computer in the Garrison, enabling in-flight course corrections and detonation. The missiles will not arm if within 30 ft of the Garrison, and the weapon's internal guidance systems grant the weapon a +2 equipment bonus on ranged attacks.

A standard garrison warhead inflicts 4d6 points of damage, half of which is slashing damage from shrapnel and half of which is fire damage. A box of four Garrison rockets is Purchase DC 12.

IMI Peregrine argon laser pistol (PL 7)

Produced by Israeli Military Industries, the producers of the Desert Eagle, the Peregrine is a sleek, ultra-micronized energy pistol. The Peregrine is known for its two projection arrays, pen-hole sized energy conduits, one beneath the other. The twin 'barrels' project green argon based lasers, which are ideal for use in fog, dust and underwater.

The Peregrine is a tiny weapon, designed to be tucked into a boot of a belt loop, and grants its user a +1 equipment bonus on Sleight of Hand checks made to conceal the weapon.

Mastiff Particle Slinger (PL 6)

The Mastiff is a British made particle beam weapon built to SAS specifications. The weapon is designed to resemble the familiar Mossberg 500 ATP6C, and serves a similar tactical function. The Mastiff has a wide, trapezoidal barrel slitted with energy discharge vanes.

The Mastiff Particle Slinger, unlike many energy weapons can be set for non-lethal, "stun" damage: superficial friction and burns and deep tissue bruising, but little lasting harm. Switching between ballistic and subdual damage is a free action.

Mjolinr Ion Cannon (PL 7)

Named for Thor's hammer, the Mjolinr is a deadly squad support weapon, designed for mowing down enemy soldiers by the dozens. The Mjolinr is a modern version of a flame-thrower, using ionized plasma and lightning-like electrical discharges as a safer, easier to carry alternative to napalm. Early prototypes of the Mjolinr entered service during the first Gulf War, and the weapon has a history of dependability and safety.

The Mjolinr is a bulky, three barreled weapon worn strapped to the user's forearm, powered by a high-density storage battery worn as

a backpack. The weapon's three cavernous barrels are arranged triangularly, and are lined with electro-magnets and generators, which work in unison to project a devastating bolt of lightning.

No feat or attack roll is necessary to use this fearsome weapon. It fires a 5 ft wide, 30 ft long line of ionic discharges that deals 6d6 points of electrical damage to all creatures and objects in its path. Any creature caught in the ion-stream can attempt a DC 15 REF Save for half damage. Creatures with cover gain a bonus to their REF save.

The Mjolnir's power-pack is a relatively stable power source. It has hardness 10 and 10 hit points. If breached, the electro-active chemicals inside are designed to become inert when exposed to air. A destroyed power pack simply ceases to function. The Mjolnir has enough of a charge to fire 10 times before needing to be replaced or recharged. A new power cell has a purchase DC of 13.

MN-14 Wyvern SMG (PL 6)

The Griffin is an old and reliable Metamorphosis North slug thrower, first introduced in the mid 1980s. The light weapon is designed to fit comfortably in the hand, and includes folding stock and miniature pneumatic stabilizers which keep the gun steady as it fires. The Wyvern is common among Detroit PSI-SWAT, and is often used against superhumanly tough meta-gangers.

The weapon offers superior aim, and is always considered a masterwork quality weapon, providing a +1 masterwork bonus to attack and damage rolls.

MN-18 Stormblade Ion Pistol (PL 7)

This handheld weapon is barely larger than a .22 Beretta, but fires a beam of charged ions powerful enough to scorch through titanium plate. One of Metamorphosis North's newest designs, the Stormblade might actually be too powerful for its intended purpose as a holdout weapon. It's difficult to aim, and the ion stream is risky to use in an enclosed environment.



The Stormblade imposes a -1 penalty on ranged attack rolls, due to its over-charged design. On a roll of a natural 1 with the weapon, energy 'backsplash' inflicts 1d6 points of electrical damage to the wielder.

MN-20 Manicore Machine Pistol (PL 6)

The Manticore is a small, sleek, and completely non-metallic machine pistol developed for US military Special Forces. Most of the weapon's frame is composed of high-density plastic, and the

barrel is made from genetically engineered, heat-resistant cellulose. The Manticore's action is as simple and reliable as it is possible to make an automatic, and is designed for easy cleaning and field repair. This reliable weapon is the default gun for Puzzle Ops wetworks squads.

Special: The case less fiberglass/polymer flachette ammunition fired by the Manitcore shatters when it hits its target, and litters the battlefield. All squares adjacent to a damaged target are considered to be littered with caltrops.

Rapmund 40mm Heavybore Plasma Rifle (PL 6)

The Rapmund 40mm is an American plasma rifle designed for anti-tank use. The blocky, short barreled weapon is designed to contain massive energy discharges, firing a stream of plasma that resembles a solar flare in miniature. The Rapmund is man portable only by heavy cyborgs and power armor troops; the blocky weapon resembles a Harley Davidson engine more than a conventional firearm, and is capped with a smooth ruby-like discharge point. Even the strongest soldiers are forced to wield this massive gun two handed, and the Rapmund is a common vehicle mounted squad support weapon.

The Rapmund's energy blasts explode upon impact. In addition to damaging the target normally, any creature or object within 5 ft of the impact point suffers splash damage, equal to half the damage inflicted on the main target. Splashed targets can attempt a DC 12 REF save to halve the splash damage.

GUNS OF THE CULTURE

Their empire is millions of years older and more advanced than human civilization. The technology of the Culture can easily seem like magic to less advanced races, and their weapons are the darkest and most lethal magic.

Deep Discounts on Guns

The weapons in this chapter are a lot cheaper than the guns in the first edition of Psi-Watch. I made this change because in comparison to the weapons in Galaxy Command and Otherverse America, Psi-Watch's guns seemed overpriced, but definitely not under powered. All three settings are high tech, but in keeping with the style of early Image comics, I felt that exotic, implausible guns should be most common in Psi-Watch. I reduced the price of these cumbersome and deadly weapons to better emulate the source material.

Genelocked

All Culture weapons are genetically locked, and will not fire for someone not of the Culture race. Because of their familiarity with the Steamers and Shiftsteel Symbionts, members of these races may also use Culture guns normally.

It requires a DC 30 Computer Use check to reprogram a Culture weapon for use by a member of another species. The check DC increases to 40 if the weapon is being programmed for use by a Blooded Ghost.

Legendkiller Rifle (PL 8)

The Legendkiller Rifle is recognizable thanks to its smooth, triangular barrel made of some crimson alloy the color of pooled blood. The weapon fires small darts rather than conventional bullets, and at the core of each round is a tiny Yahn sliver. The crystal silver ransacks the victim's memory stores and inflicts massive psychic damage on him. Older, more experienced characters are more prone to the memory-ripping effects of the Legendkiller.

Special: In addition to its base damage, the rifle inflicts +1 HP worth of extra damage per Hit Dice of the target.

Logical/Linear Assault Rifle (PL 8)

The Logical/Linear Assault Rifle is probably the finest conventional firearm ever devised. Firing depleted shift-steel hollowpoints at nearly 500 rounds/minute, a burst from this sleek bio-mechani-

cal rifle can punch through tank armor. Quantum computers in the buttstock adjust probability curves for the shooter, ensuring predictable, above-average hits with every trigger pull.

Special: The L/L Assault Rifle inflicts fixed damage. A single shot from the weapon inflicts 9 points of ballistic damage on the first hit against a particular target. On the second attack and all successive shots, the L/L Assault Rifle inflicts 13 points of damage against that particular target.

Oracular Railgun (PL 8)

This sleek long barreled rail-gun is sheathed in pearlscent shiftsteel alloy. The rifle's shiftsteel casing forms the core of a rudimentary AI which is linked to the greatest tactical minds in the Bodiless Choir. The Oracular Railgun is designed to kill soldiers; its semi-precognitive tactical programming gives it an edge against well trained opponents.

Special: The Oracular Railgun receives an insight bonus to ranged attack rolls made against any target with Soldier, Bodyguard, Field Officer Helix Warrior, Combat Type or Frontliner class levels. The bonus provided is equal to $\frac{1}{2}$ the target's Base Attack Bonus (rounded down).

Remembrance Probability Laser Rifle (PL 8)

This short barreled weapon resembles a bull-pup assault rifle carved from ivory and ever shifting liquid silver. Crystalline energy nodes are embedded in the weapon's hilt and near the trigger, and glow with blue, red and gold light when the



beautiful weapon is fired. The glow means the weapon is warping causality, ensuring that its shots hit their mark, again and again.

Special: Once an adversary is successfully struck by the Remembrance Probability Laser Rifle, all successive shots made against that target automatically hit. This special ability only functions as long as the target remains within the weapon's first or second range increment.

White Light Laser Pistol (PL 8)

The Culture first encountered the mysterious "White Wave" more than 50,000 years ago, and after centuries of study discovered a way to replicate its reality altering energy. Since then, the Culture has used this sleek techno-organic pistol to put down Mutant rebellions across a dozen parallel timelines.

Special: A Mutant character struck by this weapon must succeed at a FORT Save (DC 10 + the damage inflicted) or be transformed as if by a White Wave. White Waves are described fully in a sidebar alongside the Mutant racial write up.

PSI-WATCH WEAPON ENHANCEMENTS

The following weapon gadgets are common in a Psi-Watch campaign and can be added to most firearms. The player may also choose gadgets from other sources, such as the weapons enhancements detailed in the *D20 Future campaign setting*.

Avatar Rounds (PL 8)

Culture warrior priests developed their version of Avatar Rounds millions of years before humanity discovered their own versions of these deadly weapons, as an outgrowth of their research into the White Corridor and the life beyond.

Avatar Rounds are nano-laced projectiles which resemble baroque, golden bullets. When these high tech rounds connect, they release a burst of quantum energy, which resonates on the same frequency as the humanoid soul. Any creature killed by an Avatar Round is accelerated through the afterlife, subsumed into the Avatar Wall. Few beings ever return from the Avatar Wall, and those that do are so psychologically transformed, their previous existence is virtually irrelevant.

Avatar Rounds inflict the same damage as a standard bullet, and have no additional effect on any creature not immediately killed by the bullet. Any creature slain by an Avatar Round suffers twice the usual penalty for being *raised* or *resurrected*, and cannot easily return to life.

	Legendkiller Rifle	Logical/Linear Assault Rifle	Oracular Railgun	Remembrance Probability Rifle	White Light Laser Pistol
Damage	2d8 force *	9 or 13 ballistic *	2d10 ballistic	2d8 fire	1d6 force
Critical	19-20/x2	20/x2	19-20/x3	20/x2	20/x2
Range Increment	50 ft	80 ft	500 ft	100 ft	30 ft
ROF	Single/Semi	Semi/Full	Single	Semi/Full	Single
Magazine	15 magazine	30 box	12 cell	30 cell	30 cell
Size	Large	Large	Large	Medium	Small
Weight	9 lbs	7 lbs	13 lbs	7 lbs	3 lbs
Purchase DC	36	22	30	38	34
Restriction Rating	Mil (+3)	Mil (+3)	Mil (+3)	Mil (+3)	Mil (+3)

Restriction: Ranged weapons only

Purchase DC Modifier: A single Avatar Round has a base purchase DC equal to the base price of the ammunition plus +8.

An energy weapon can be modified to project an Avatar pulse with every shot. Doing so requires a DC 40 Craft: electronics check, and represents at least 4 hours of work.

Purchasing an Avatar modified energy weapon increases the weapon's Purchase DC by +10.

Coherent Energy (PL 6)

The weapon's energy discharge matrixes are reinforced with magnetic fields and artificially produced telekinetic shields. The weapon fires a coherent beam of energy, which strikes a target with physical force, slamming a target like a blast from a high pressure fire hose.

A weapon modified with this gadget can knock a target. In addition to suffering typical weapon damage, a victim struck by a round from this energy weapon must succeed at a FORT save, or be knocked prone by the blast's staggering impact.

Restriction: Ranged energy weapons only
Purchase DC: FORT DC 14 +3
FORT DC 16 +4
FORT DC 18 +5

Impact Bolt (PL 6)

Using the same mag-field technology behind Coherent Energy weaponry, Impact Bolt modified energy weapons use short-duration forcefields that keep the energy blast tightly contained while in flight and shatters at the moment of impact.

Impact Bolt modified weapons deal additional ballistic damage with every strike. The more complex and expensive the modification, the greater the additional damage inflicted.

Restriction: Ranged energy weapons only
Purchase DC: Additional +1d6 ballistic damage, +4 DC
Additional +2d6 ballistic damage, +6 DC
Additional +3d6 ballistic damage, +10 DC

Integrated (PL 6)

Many Psi-Watch operatives integrate energy weapons into their body armor, giving them fire-power without significantly adding load and leaving their hands unencumbered. Integrated weapons systems are typically shoulder, chest mounted or built into a combat gauntlet.

Though the Integrated weapon may look significantly different than its standard counterpart, but functions identically. Activating an integrated weapon is a standard action.

Restriction: Large or smaller energy weapons only
Purchase DC Modifier: +2

Mutant-Seeking (PL 7)

This weapon enhancement is especially common among anti-mutant military and police units, Zookeepers performing snatch and grab ops in Los Angeles and anti-mutant Hunt Clubs. A gene sensor built into the firearm works with the onboard targeting computer to steer guided flachette rounds directly into Mutant targets.

Anyone using a Mutant Seeking firearm receives a bonus on ranged attack rolls in the first weapons first range increment equal to the target's number of Mutation Points. This weapon enhancement cannot function when the weapon is fired on full or semi-automatic mode, and applies to single aimed shots and double taps only.

Restriction: Firearms only, requires integrated Gene Sensor
Purchase DC Modifier: +4



Predator Ammunition (PL 7)

Predator Ammunition is a catchall term for a wide variety of nano-active ammo types, all of which use micro robotics to steer the slug through the victim's body to maximize tissue damage and ballistic damage, and which release deadly toxins directly into the wound track as they go. Wounds from Predator rounds are almost always fatal.

Any one wounded by a Predator round must succeed at a DC 12 FORT save or suffer 1 point of CON damage, in addition to the normal effects of being shot. If the gunman possesses feats (such as Controlled Burst or Double Tap) which increases the damage done, the save DC increases by +1 for each additional die of damage inflicted, reflecting the additional trauma and toxin dose of additional rounds impacting.

Restriction: Firearm ammunition only

Purchase DC Modifier: +6

Restriction: Increases base restriction by +2, to a minimum of +2 (Restricted).

Psi-Linked (PL 6)

The weapon is equipped with an onboard quantum computer programmed with the user's neural patterns. A psi-linked weapon responds to its user's thoughts, and the weapon's damage dealing capabilities are reinforced by the user's willpower. Artificially generated telekinetic fields help channel energy to the target's weak points.

A psi-linked energy weapon adds one of the user's mental ability modifiers as a bonus to the weapon's attack rolls and damage. Only creatures with the Psionic subtype can use and fire a Psi-linked weapon; the weapon simply fails to function in the hands of a non-psionic. A Psi-Linked weapon may only be modified to function in conjunction with a single mental ability score; once chosen, the keyed ability score cannot be changed with expensive and time consuming modification.

Restriction: Ranged energy weapons only

Purchase DC: INT Keyed +4 ; WIS Keyed +6 ; CHA Keyed +4

Psychodisruptive (PL 6)

An energy weapon modified with this gadget fires ectoplasmic pulses designed specifically to disrupt the neural functions of psionic targets.

In addition to suffering normal damage, any creature with the Psionic subtype who is stuck by a blast from the weapon must succeed at a FORT save or be unable to use any psychic Supernatural or Spelllike ability for 1d4 rounds.

Restriction: Ranged energy weapons only

Purchase DC: FORT DC 12 +4

FORT DC 14 +6

FORT DC 16 +8

Self Replicating Ammunition (PL 7)

A nano-factory is built into the weapon, which produces standard ammunition from ambient pollution and atmospheric impurities, a gun modified with this gadget never runs out of ammunition or needs to be reloaded; new rounds are created instantly each time the gun is fired.

Restriction: Ranged ballistic weapons only

Purchase DC Modifier: +6

MELEE WEAPONS

While guns are order of the day, most soldiers carry a melee weapon as a back-up, or for silent network. Some of the more interesting weapons used by Psi-Watch's diverse factions are described below.

Censor's Whip (PL 7)

The Censor's Whip is a Culture mind-weapon. The whip's length is woven with psychodisruptive metal cabling. A victim struck by the whip feels physical pain and suffers damage, but the weapon's effects are even more insidious. Discordant neural impulses burst silently at the moment of impact, causing micro strokes and permanent memory loss.

Like all whips, this weapon is treated as a 'ranged weapon' with a maximum range of 15 ft, and no range penalties. The whip can wrap around an enemy's leg or appendage, you can make a whip



attack with it by succeeding at a ranged touch attack. You do not provoke an attack of opportunity when using a whip in this way. If you are tripped during your own trip attempt, you may drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on your opposed attack roll to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

Special: Any sentient creature struck by the whip must succeed at a DC 12 WILL save or suffer a debilitating micro-stroke that permanently removes 1d6 skill ranks. The whip targets the skills most recently used by the target. If the target has fewer skill ranks than you could remove, the power removes all possible skill ranks and then ceases, having no additional effect.

Heat Glide (PL 6)

Heat Glides are tiny combat drones, designed with a single use hostile AI. The shruiken-shaped robot's onboard computers and pin-hole sized maneuvering engines are designed to run hot. The Heat Glide's circuitry burns out within seconds of activation, turning a 'design flaw' into a lethal assault: by the time one of these brutal weapons strikes its target, it has superheated itself to close to 500 degrees F.

Heat Glides can modify their course in flight, and are incredibly accurate. When thrown, they lock onto the target, giving the attacker a +1d4-1 equipment bonus on the ranged attack roll. The varying (and sometimes non-existent) bonus reflects the low quality, unpredictable onboard guidance system.

Powered Vorpall (PL 7)

The Powered Vorpall blade is a fearsome Culture officer's saber, which uses the localized

distortion of spacetime to slice effortlessly through flesh and bone. The dramatically curved, scythe-like blade projects a micron-thin energy field at the moment of contact, which severs the bonds between molecules. A Powered Vorpal saber can kill even the most fearsome warrior with a single lucky stroke.

Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the Powered Vorpal severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off.

Thermo-Blade (PL 5)

A Thermo-Blade combat/utility knife is a advanced and highly destructive hand weapon. The Thero-Blade projects a thin sheet of stellar-tempture plasma contained within a multi-layered magnetic containment field designed to resemble a knife blade. The weapon's power supply, field projector and the super cooling systems that allow it to be wielded safely are stored within the cylindrical, grip-textured hilt. The Thermo-Blade is equipped with a dead-man's switch, and will not ignite if constant pressure is not maintained on the hilt, preventing accidental ignition or injury.

Vapor Sword (PL 8)

Vapor Swords use ultra-pressured air and exotic gasses, contained behind glistening, glass-like containment fields to slice easily through even the densest armor. Vapor Swords are among the favorite weapons of Culture duelists, favored not only for their combat capability but for their exotic beauty.

Special: Vapor Swords resemble katanas, and the long, two handed blade requires Exotic Weapon Proficiency (katana) to wield one handed. Vapor Swords ignore half a target's equipment or natural armor bonus to Defense (round down), making them ideal anti-armor weapons.

Special: The exotic gases comprising a Vapor Sword are similar to the gaseous body of Steamer mutants, and the Culture has used similar weapons to put down Steamer uprisings on dozens of worlds. These weapons inflict another +1d6 points of damage when used against a Steamer.

	Censor's Whip	Heat Glides	Powered Vorpal	Thermo-Blade	Vapor Sword
Damage	1d2 slashing	2d6 fire	2d8 slashing	1d8 fire	2d6 slashing *
Critical	20/x3	20//x2	20/x2 *	19-20/x2	19-20/x3
Range Increment	15 ft	15 ft	-	-	-
Size	Small	Fine	Medium	Tiny	Large
Weight	2 lbs	%0lb	3 lbs	1 lb	5 lbs
Purchase DC	17	12	22	12	23
Restriction Rating	Mil (+3)	Mil (+3)	Mil (+3)	Mil (+3)	Mil (+3)

MELEE WEAPON ENHANCEMENTS

The already impressive weapons in Psi-Watch can be enhanced with the following gadgets to make them even deadlier. These enhancements are especially common among Culture duelists.

Action Linked (PL 7)

The weapon is laced with advanced emotionally-responsive circuitry and a rudimentary animal-level AI. The Action Linked weapon responds instantly to adrenaline surges, muscle tremors and subtle twitches that indicate intense focus and anger on its wearer's part.

When spending to enhance an Action Linked weapon's melee attack roll by spending an action point, the weapon's Critical Threat range becomes 15-20 for the very next attack the weapon makes.

Purchase DC Modifier: +7

Anti-Mutagenic (PL 6)

This wickedly serrated weapon is molecularly impregnated with a deadly hemotoxin which is designed to rupture Mutant blood cells. Weapons such as these are often found among Mutant-hunting bigots, and are often used as informal and threatening symbols of the anti-Mutant movement.

A Mutant damaged by an Anti-Mutagenic weapon must succeed at a DC 20 FORT Save or suffer 1d4 points of temporary INT, WIS and DEX damage.

Purchase DC Modifier: +8

Restriction Modifier: Always Illegal (+4)

Fate Edged (PL 8)

The Culture bestows these blades upon young officers at the completion of their training. The weapon uses advanced quark-computers in the weapon's hilt to manipulate spacetime in a tiny area around the user. Subtly rewriting local physical laws,



the Fate Edged weapon protects its wielder with what seems like incredible coincidences and luck.

When any Ioun Stone is placed in a specially designed inset in the hilt, the Fate Edged weapon provides the user with a +1 luck bonus on all saving throws.

Purchase DC Modifier: +6

Restriction Rating: Always Military (+3)

Shiftsteel (PL 8)

The weapon is manufactured from the same exotic living metal found in Culture starship hulls. The golden weapon is at its best in the hands of a Culture citizen, and is a symbol of racial superiority. Culture soldiers have used Shiftsteel blades to conquer hundreds of worlds.

When wielded by a member of the Culture, the weapon's damage is maximized.

Purchase DC Modifier: +10

Yahn Crystal (PL 6)

Yahn is a strange psychoactive crystal, found seemingly randomly on a thousand worlds. The unique purple-crimson crystal can be allowed to steel to produce some of the finest muscle-powered weapons in the galaxy. Yahn weapons are especially dangerous in the hands of psychic warriors.

Yahn Weapons provide their user with a +1 insight bonus on attack rolls if that user has the Psionic subtype. The weapons glow a soft purple when held by a psychic. Yahn Weapons have no special properties in the hands of a non-psionic creature.

Purchase DC Modifier: +3

PSI-WATCH EQUIPMENT

Boxer Neural Coordinator (PL 6)

This polymer helmet fully encloses the wearer's head, and due to its T-shaped visor resembles a modern version of a Greek Spartan's helmet. Neurocircuitry built into the helmet helps control the neurological problems that plague Patriot Boxer mutants and makes the wearer a better, more perceptive soldier.

While wearing the helmet, a Patriot Boxer character receives a +2 equipment bonus to her INT and WIS scores, bringing her racial penalties on those scores to +0. The helmet provides a +1 morale bonus on attack rolls made for attacks of opportunity only.

Additionally, the Neural Coordinator incorporates built in Second-Gen Nightvision Goggles and a military grade walkie-talkie system. These features are usable by any wearer.

Bug Juice (PL 6)

"Bug Juice" is a nanotechnological enhancement protocol designed by Elliot Kenning, the famous "Bug Man" of Psi-Watch. The serum was developed during the early 1950s, and has kept Psi-Watch's most legendary operatives fit and healthy for decades.

The serum must be injected directly into a patient's spinal fluid, requiring a successful DC 18 Treat Injury check. Failure means the dose is wasted without effect, and failure by 10 or more indicates the patient suffers spinal damage, which inflicts 1d6 points of permanent STR and DEX drain.

If the check is successful, the Bug Juice enhances the patient. The patient ceases to age for the duration of the dose, and gains a mostly permanent +2 enhancement bonus to his STR and CON scores. A single dose lasts about one decade, wearing off approximately 10 years after the injection. Most Psi-Watch agents receive a booster injection every 8-9 years of active duty once beginning a Bug Juice regimen.

Combat Web (PL 5)

A Combat Web harness is a product of 21st century military ingenuity at its best. This combat harness distributes the weight of a soldier's gear evenly across his body, allowing the soldier to carry his equipment more comfortably. A Combat Web harness has several dozen pouches for carrying small bits of gear, attachment points to store weapons, a bedroll, canteens and other useful equipment. The harness also has a quick release buckle allowing the soldier to drop all his gear as a free action.

A soldier using a Combat Web harness can carry 25% more weight than his Strength score (and/or other abilities) would suggest. In addition, the soldier can designate one of his carried weapons as being easily accessible, thanks to the harness. The

Object	Size	Weight	Purchase DC	Restrictions
Boxer Neural Coordinator	Small	3 lbs	DC 23	Military (+3)
Bug Juice	Fine	Negligible	DC 38	Military (+3)
Combat Web	Small	5-7 lbs	DC 9	-
Gene Sensor	Tiny	1 lb	DC 22 PL 6 vers DC 23 PL 7 vers	PL 6 None PL 7 Liscensed (+1)
Krana Stabilizer	Fine	Negligible	DC 18	Military (+3)
Mindshield Combat Crown	Small	1-2 lbs	DC 21 (+3) DC 24 (+5) DC 25 (+7)	Restricted (+2)
Psi-Watch Communicator Fetish	Diminutive	Negligible	DC 22	Military (+3)
Second-Gen NVGs	Small	2.5 lbs	DC 16	Restricted (+2)
Soldier's Paint	Fine	Negligible	DC 12	Licensed (+1)
Sparker Pylon	Large	19 lbs	DC 12	-
Surge Pack Psi-Circuitry	Diminutive	Negligible	DC 15 one charge DC 17 two charges	Military (+3)
Trigger Scent	Fine	Negligible	DC 13	Illegal (+4)
UN Supervision Band	Fine	Negligible	DC 12	Restricted (+2)
Yahn Shard	Tiny	1 lb	DC 9-12	-

soldier can draw this weapon from the harness as a free action, as if he had the Quick Draw feat, even if the character doesn't meet the prerequisites for that feat.

Gene Sensor (PL 6)

A gene sensor is a palm sized computer with an attached sensor wand. The device can read a target's genetic structure and display a comprehensive readout within seconds. The scanner requires physical contact with the subject, and can also be used to scan minute physical forensic traces (like flakes of skin, blood, semen, hair follicles, ect) left behind at a scene to build an image of missing person or suspect. Running a genetic scan is a full round action which provokes an attack of opportunity.

Beginning in PL 7, gene sensors no longer require physical contact, and can provide a genetic readout on any creature within a 10 ft radius of the scanner. The scanner's readout displays the subjects:

- Natural height and weight
- True race and species
- Gender
- Natural hair and eye color
- Age category
- The presence of any hereditary diseases or genetic anomalies
- The presence and kind of any genetic enhancements, mutations or soft tech bionics.

Krana Stabilizer (PL 6)

This unique bracelet is designed specifically for Blooded Ghost biology. The device resembles a silver watchband, with a single blood red gem at its face. The device injects chemicals into the bloodstream from concealed needles on its underside.

While wearing a Krana Stabilizer, a Blooded Ghost can maintain its Blood Shell disguise indefinitely. The disguise does not decay, but can still be destroyed or willingly dismissed.

MindShield Combat Crown (PL 7)

The Mindshield Combat Crown is a light kevlar and plastic helmet that resembles the facial protection worn by boxers and martial artists. The Mindshield helmet is woven with miles of integrated fiber optic cables and multiple layers of 'spun lead', metallic fibers which resemble heavy cotton batting. Micro-batteries in the Crown send pulses of artificially created psionic energy through the maze of fiber optics, rendering the wearer virtually immune to psionic detection and control.

The crown's wearer receives an equipment bonus on WILL saves made against mind-influencing Psionic effects specifically targeting the character. The bonus granted determines the crown's price. The Combat Crown prevents Psions from detecting the wearer using any psionic feat or class ability, but does not hinder non-psionic senses in any way.

In campaigns that integrate magic and other potential sources for mind-influencing effects, the game master is the final arbiter as to whether the Combat Protects against non-psionic mind influencing effects (such as a vampire's hypnotic abilities, a bard's morale-influencing talents and spells such as *charm person*).



Psi-Watch Communicator Fetish (PL 6)

The communicator fetish is a small badge engraved with the Psi-Watch 'all-seeing eye' logo. The communicator fetish allows for 258-bit quantum encrypted communication with any other fetish or with the Bradbury Station CIC. It's range is upwards of 3,000 miles. The fetish can handle up to 10 simultaneous communications.

The fetish also allows Bradbury Slide operators to pull the wearer out of hostile situations. By spending an action point and pressing an emergency button (a move equivalent action) the wearer can request immediate evac to Bradbury Station. The station's Slide operator can lock onto the fetish and teleport the wearer out of any non-airtight location, above and beyond the Slide system's usual limitations.

Second-Gen Night Vision Goggles (PL 6)

Modern nightvision goggles built to special forces specifications have all but eliminated the problems of older-model NVGs, namely monochrome vision and lack of depth perception. Colors are muted when viewed through these advanced NVGs, but can still be discerned, and the

picture is much more like normal human vision. These goggles function identically to standard NVGs, but do not impose the -4 penalty on Spot or Search checks as older models do.

Soldier's Paint (PL 6)

This chemically active war paint comes in a variety of colors and is laced with steroids, anesthetics and other drugs absorbed through the skin. Supersoldiers often paint their faces in imitation of the most storied Frontliners, decorating themselves with eye-catching, unique designs.

Applying Soldier's Paint requires a full round action. For 4 hours after the application, the wearer gains a +1 bonus on FORT saves. The effect ends if the paint is washed away. The wearer becomes *nauseated* for 24 hours if he uses the paint more than twice in any given 24 hour period.

Sparker Pylon (PL 5)

Sparker Pylons are simple iron spears equipped with electrical discharge circuitry, solar cells and back up power taps. The pylon's only purpose is to generate an electrical surge every few seconds which prevents Psi-Watch derived "slide" teleporters from functioning.

No Slide system will function within 500 ft of a Sparker pylon. The pylon has a solar cell allowing for unlimited daylight usage, and can run indefinitely on house current. The Pylon's internal storage cells hold enough power for 1d4+1 hours of use, and the Pylon can function for 4-6 hours when drawing on a standard automobile battery.

A Sparker Pylon is a relatively simple device to manufacture; a homemade sparker can be jury-rigged with a DC 18 Craft: electronic check, and at least 2 hours of work.

Surge Pack Psi-Circuitry (PL 7)

Psi-Watch researchers have pioneered advances in psi-tech and energy storage, each of their innovations slated for frontline service. Surge Packs are single use, disposable psionic batteries, designed to push combat-psions past their biological limits and provide additional ammunition for living weapons.

Surge Packs are small bio-adhesive patches lined with microcircuitry and nano-tech storage cells.

These self adhesive patches can be fitted to a psion's bare skin as a standard action.

Once affixed, the Surge Pack transfers a 'surge' of psionic energy to the user, allowing the psion to use any Psionic feat, Psionic Precursor feat or supernatural/spell like class ability from a psionic class which has a limited number of uses per day an additional time that day. Surge Packs have no effect on non-psionic creatures, and do not enhance abilities that are not limited by uses per day. The number of additional charges per day determines a Surge Pack's price.

Trigger Scent (PL 5)

This pheromone-based aerosol is contained within a small metal spray canister, resembling an ordinary canister of pepper spray. When sprayed on any living target, the scent clings for up to 30 minutes, or until washed away. Spraying an unwilling target is a ranged touch attack with a 30 ft max range.

For as long as the spray lasts, any characters with the Animalistic Weapons feat receive a +1 morale bonus on melee attack and damage rolls against the sprayed target. However, characters with the Animalistic Weapon feat suffer a -2 morale penalty on melee attack rolls made against other targets if they remain within 30 ft of the sprayed target.

UN Supervision Band (PL 6)

This rubber wrist band is manufactured in UN blue. The band turns a mottled blue-green if the wearer activates any Psionic ability other than Challenger racial feats or abilities, or Talents from the Powered Hero's Booster and Nullifier feat trees.

UN-PET operatives are forced to wear these items on missions, but many carry a few spares tucked into a sock or a belt pouch to cheat the system if it becomes necessary to bust out more impressive powers.

Yahn Shards (Any PL)

Yahn crystal deposits are found around the galaxy. Raw shards of the alien gem have a strange, alien beauty, and are often carried by Shiftsteel Symbionts as symbols of their race. According to the gleaming alien warriors, the memories of their greatest leader are encoded in the crystals, and by meditating on the shards, the Symbiont can catch a fleeting glimpse of the future.

A character holding or wearing a Yahn shard receives a +1 insight bonus on any three Knowledge skills of choice, chosen when the Shard is first discovered/purchased. Once chosen, the skill selections can't be changed.

IOUN STONES (PL 8)

The Culture word for "tool" is Ioun (pronounced oy-een), and the Culture name for these psychoactive crystals has migrated to multiple worlds. Ioun Stones are psycho-reactive technology based around the unique property of Yahn Crystal.

The assembly of new Ioun Stones is the responsibility of the Ghostwise caste. Culture Shiftsteel Symbionts are entrusted with refining the raw Yahn Crystal and installing the nearly microscopic psi-circuitry that powers the thought-tech. Ghostwise monestaries and shipboard foundries turn out literally billions of new Ioun Stones each year- a fundamental technology used by virtually every member of the far flung and hyper-populated Culture species.

Ioun Stones come in various shapes and colors, which indicate their purpose. Nearly microscopic circuitry is visible within the crystalline facets. All Ioun stones are machine cut and polished to microscopic tolerances. They are smooth and perfectly faceted. The coin-sized gems float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit a few feet from her head.

Thereafter, a stone must be grasped or netted to separate it from its owner.

The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have Defense 24, 10 hit points, and hardness 5. The stones can also be incorporated into a costume, placed in the hilt of a weapon or otherwise permanently stored. They function as long as they are within 2-3 ft of the owner.

Ioun Stones are always Licensed (+1) items. On Culture worlds, they are Restricted (+2) items for non-Culture characters.

A character may attempt to build a custom Ioun Stone. Doing so requires a Yahn Shard, a micro-electronics lab and an electronic tool kit. The Craft (electronic) DC is equal to the Stone's Purchase DC -3. Shiftsteel Symbionts and those who have chosen the Ghostwise starting occupation receive a +2 competence bonus on this check.

Doubled Stones

During the construction process, you may attempt to construct an Ioun Stone with any two features. Doing so adds +15 to the stone's Craft DC. Failure ruins the Yahn Shard. The designer determines the color and shape of a double stone. Double Ioun Stones add +8 to the Purchase DC of the more expensive standard stone.

Color	Shape	Effect	Purchase DC
Clear	Spindle	Sustains creature without food or water	DC 22
Iridescent	Spindle	Sustains creature without air	DC 18
Rose	Circle-Cut	+1 insight bonus to Defense	DC 25
Deep red	Diamond	+2 enhancement bonus to Dexterity	DC 34
Incandescent blue	Circle-Cut	+2 enhancement bonus to Wisdom	DC 34
Pale blue	Rhomboid	+2 enhancement bonus to Strength	DC 34
Pink	Circle-Cut	+2 enhancement bonus to Constitution	DC 32
Green	Rhomboid	+2 enhancement bonus to Charisma	DC 35
Pale Purple	Sphere	+2 enhancement bonus to Intelligence	DC 35
Dark blue	Rhomboid	Alertness (as the feat)	DC 26
Pale Blue	Diamond	Gain the following Feats: Martial Weapon Proficiency, Personal Firearm Proficiency, Advanced Firearms Proficiency	DC 36
Canary yellow	Square-Cut	Character gains one Psionic Precursor feat which must have no prerequisites	DC 40
Pearly white	Spindle	Regenerate 1 point of damage per hour	DC 41
Pale green	Prism	+1 competence bonus on attack rolls, saves, skill checks, and ability checks	DC 43



POWERED ARMOR

Powered armor and human-sized mecha have been a staple of sci-fi gaming and science fiction in general for decades. Powered armor gives its pilot the firepower of a tank and the mobility and dexterity of human infantry; if the suit is flight capable, a single suit of powered armor can dominate the battlefield, acting as unparalleled close air support.

The construction rules in Psi-Watch's original edition were based heavily on the *Weapons of Powered Armor Destruction* series that I contributed to as a freelancer working for Louis Porter Jr. Designs. In turn, these rules were based on the Mecha construction rules found in D20 Future. As far as they went, the rules were (and still are) solid, but can be unnecessarily challenging to work with. While they offer unparalleled depth to designers and game masters, they also produce slightly homogenous suits.

Using these rules to custom-build the iconic armors used in the Otherverse America campaign setting highlighted this last shortcoming. Instead of the diversity of armors I intended when I wrote the rule-set, I realized that some components were so good they ended up in every armor, while other components set on the shelf gathering dust. Doing the math to calculate the armor's final purchase DC and juggling body-part specific equipment slots is a workable system, albeit an annoying one.

The improved Powered Armor design system in this sourcebook is designed to be faster, easier and more fun to use. Whether you're a freelancer wanting to quickly design D20 Modern compatible mecha for your own projects, a player wanting to build the best damn weapon in the air, or a gamemaster needing to quickly equip an Illegal Army, things should be a bit easier with these new rules.

Designing a suit of Powered Armor is a multi-stage process.

Step One: Choose Powered Armor Chassis

Decide how heavy and bulky your armor will be, which determines its physical capabilities and how many bonus equipment slots it has after being assigned a role.

Step Two: Choose Powered Armor Role

A Powered Armor's role defines how it will be used in combat. Your armor's role determines its starting equipment loadout, which decides the suit's price and capabilities.

Step Three: Customize Your Powered Armor

Add weapons, sensors and other gadgets to make your armor unique. You may add a number of extra components to your Role-specific gear, as described in the Chassis write-up.

Step Four: Determine Cost and Make Final Modifications

Decide the total purchase price of the armor, and use optional disadvantages to make the armor cheaper

Differences

The main difference between this edition and the first generation Shell-construction rules in Psi-Watch is the absence of body-specific equipment slots. Armorers can place weapons and gadgets as needed on their armor; the exact placement of a component is now just a matter of description.

Armors built using this system will likely be a little bit more capable, as the most common armor components come standard. Adding Armor Roles simplifies purchasing equipment, turning a time consuming task into something more akin to playing with *Lego* blocks. Snap a Chassis to a Role and then snap on a few additional pieces, and you've got a new Shell suit. The new construction process is designed to be similar to character creation: choose a race (Chassis), select a class (Role) and assign feats (Equipment). Hopefully the new process will be as quick and intuitive for you as it was for me.

FEATURES COMMON TO ALL POWERED ARMOR (PL 6 AND BEYOND)

The following components are common to all suits of Powered Armor by default. A few components might be left off by a garage trying to build a suit on the cheap, but for the most part, every suit in a particular progress level has these features.

The reduction to the final suit Purchase DC gained by removing one of these standard components is listed below. These standardized features do not take up equipment slots, though many of these features can be improved and enhanced by slotted gadgets.

Independent Life Support

The Powered Armor is environmentally sealed. When armored, the pilot is completely immune to airborne toxins, hard vacuum, disease and radiation. Unless the armor is breached or destroyed, the pilot is also immune to contact and injury poisons, and may be immune to exotic attacks that require skin to skin contact.

The armor can purify outside air indefinitely, and also includes an independent 24 hour oxygen supply and integrated canteen with enough water to sustain one creature of the pilot's size for 24 hours.

Removal Effects: Add One Slot Remove a DC 17 Component

Basic Comms/Sensor Package

The Powered Armor is equipped with integrated nightvision systems which provides the pilot with *lowlight vision* and *darkvision* with a 60 ft range.

The armor is equipped with a radio transceiver that can transmit on multiple frequencies either in line of sight or omni-directionally. It can handle up to 10 simultaneous two way conversations.

The armor is also equipped with an integrated and encrypted cell phone. The armor's

onboard computer system has Internet (or Mesh) access, and is equivalent to an upgraded desktop computer.

Removal Effects: Add No Slots Remove a DC 15 Component

Comfort Lining

A cloth underlayer lined with temperature and pressure sensitive gel rests close to the pilot's skin, preventing the blisters, abrasion and muscle atrophy prolonged wear can cause the pilot. Minor electrical discharges stimulate muscles to prevent cramping.

The pilot of a suit of Power Armor with this enhancement can sleep inside his or her armor without being fatigued the next day, as if the character possessed the Endurance feat.

Removal Effects: Add No Slots Remove a DC 10 Component

I.F.F. Transponder

The suit's Identification Friend/Foe transponder clearly identifies it as a 'friendly' unit to its allies on a chaotic battlefield. Ranged weapons used by members of the same unit or military branch cannot target the suit intentionally. The suit's transponder transmits the suit's approximate location (accurate within a 60 ft radius) to all friendly units within 25 miles; the information is typically displayed on a pilot's HUD.

The data is transmitted on a 258-bit quantum encrypted channel, and requires a DC 45 Computer Use check to intercept or alter.

Removal Effects: Add No Slots remove a DC 5 Component

FEATURES COMMON TO ALL POWERED ARMOR (PL 7 AND BEYOND)

Space Seal

The Powered Armor is capable of operating in deep space indefinitely, and surviving the stresses of an orbital launch or reentry.

Removal Effects: Add One Slot Remove a DC 20 Component

Electro-Responsive Paint

The armor's hull is impregnated with color-shifting molecular paint, impregnated with microscopic metal filaments. These filaments contort when exposed to low level electrical currents passed through the hull, allowing the armor to instantly change color and patterning.

Many military suits have a 'dress uniform' color scheme designed for visibility, intimidation and display, which can be transformed into a muted camo pattern at the touch of a button. With a standard action, the pilot can alter the suit's coloration and patterning, including altering decals and unit patches.

The pilot can take a standard action to program the suit's color scheme to blend in with the surrounding environment, granting the suit and pilot a +2 equipment bonus on Hide checks made in that terrain.

Removal Effects: Add No Slots Remove a DC 14 Component

FEATURES COMMON TO ALL POWERED ARMOR (PL 8 AND BEYOND)

Smartglass Construction

Advances in nano-fabrication have resulted in the construction of an advanced polymer that bends light around its molecular surface. The natural state of the armor is invisible, as is anything concealed beneath the alloy. The armor is only visible when its electro-responsive paint is set for display mode; when the current to the paint is shut off, it becomes transparent, 'revealing' the transparent polymer beneath.

The Powered Armor gains a +40 bonus to Hide checks if immobile, or a +20 bonus when moving. Pinpointing the location of an invisible armor not actively attempting to hide requires a Spot check (DC 40 if immobile, or DC 20 if moving).

When invisible, the armor gains 50% concealment against attacks even from creatures that correctly pinpoint it's fighting space. The armor is invisible in its natural state, and can maintain its invisibility indefinitely, without drawing on suit power.

Removal Effects: Add No Slots Remove a DC 23 Component

STEP ONE: CHOOSE POWERED ARMOR CHASSIS

When you choose your armor's chassis, you determine how bulky and heavily armored the suit is. This in turn determines how physically powerful and durable the armor is, and how many extra upgrade slots the suit has after fitting it with role-specific gear. If you want a stronger, more heavily armored or faster model you can upgrade your basic Chassis by installing custom gear.

Skin Suits (PL 7)

Skin Suits are ultralight powered armor made from innovative materials like genetically modified spidersilk, next generation Kevlar composites, and high durability plastic. Compared to larger chassis, Skin Suits have negligible weight and follow the contours of the human body almost exactly. Skin Suits offer almost no armor or strength enhancement to the wearer, but can be concealed under sufficiently bulky clothing. Skin Suits are ideal for spies or covert operatives; these armors are as comfortable as clothing, and nearly as light.

Vindicator's armor in Marvel's *Alpha Flight* series is a perfect example of a combat skinsuit, as are the Freeman suits in *Dune*, and the Future Warrior 2020 armor being developed by the US military.

Features Common to all Skin Suits

Size: Skin suits are effectively a tight fitting body stocking, custom-fitted to the pilot. Wearing a Skin Suit does not change the pilot's size. No cockpit is required: the pilot wears the Skin Suit like a tight fitting, armored body stocking.

Attribute Enhancement: None. Wearing a skin suit typically offers no STR or DEX enhancement, nor does the ultralight suit significantly encumber its pilot. A Skin Suit can be concealed under loose or bulky clothing, such as robes or a parka.

Skin Suits do not provide their pilot with a slam attack. Reach and base speed are typically equal to the pilot's.

Base Hardness: 2

Bonus Hit Points: Most Skin Suits have 25 HP, which are added to the pilot's total, and subtracted first when the pilot takes damage.

Weight: 50 to 75 lbs.

Fighting Space: 5 ft x 5 ft or pilot's unarmored value

Reach: 5 ft or pilot's unarmored value

Bonus Equipment Slots: One

Base Purchase DC: 27

Restriction: Military (+3)

Hard Suits (PL 7)

Hard Suits are a relatively light form of powered armor, a fully enclosed mechanical carapace which still manages to follow the human form fairly closely. Hardsuits are virtually impossible to conceal; a pilot in hard armor resembles a humanoid robot.

The most recognizable powered armors in fiction are Hard Suits: Iron Man wears a Hard Suit, as do the Knight Sabers in *Bubblegum Crisis* and *Halo's* Master Chief. The Empire's Storm Troopers and the Dead Boy infantry troops in *Rifts* all wear lightly armored, mass production model hardsuits. The transformable Cyclone armor in *Robotech* is an exceptionally versatile Hard Suit.



Features Common to All Hard Suits

Size: Increase the pilot's size by one category when armored. A Medium sized pilot in this type of armor becomes Large, and suffers a -1 size penalty on Defense, as well as a -4 size penalty on Hide checks. The pilot receives a +4 size bonus on Grapple checks.

No cockpit is necessary: the pilot wears the Hard Suit like a suit of plate armor.

A Hard Suit typically has a base speed of 30 ft or the pilot's unarmored speed, if that is greater.

Attribute Enhancement: A Hard Suit typically provides the pilot with a +4 equipment bonus to STR and a +2 equipment bonus to DEX. A Large Hard Suit typically has a single slam attack that deals 1d8 points of damage (plus STR modifier).

Base Hardness: 5

Bonus Hit Points: Most Hard Suits have 50 HP which are added to the pilot's total, and subtracted first when the pilot takes damage.

Weight: Typically 100-150 lbs.

Fighting Space: 10 ft x 10 ft or pilot's unarmored value

Reach: 10 ft or the pilot's unarmored value

Bonus Equipment Slots: Two

Base Purchase DC: 30

Restriction: Military (+3)

Shells (PL 6)

Shells, also referred to as Shell Suits, are exceptionally large and heavy suits of powered armor. Shells are massive, barrel-chested armored juggernauts. They resemble gigantic, heavily armored robots.

Shells are typically combat oriented, front line war suits with incredible firepower and a host of onboard weapons systems. The power suits in Hienlien's *Starship Troopers* are Shells, as are the Genoshan armors Jim Lee designed in *X-Men: Extinction Agenda*. The VOTOMS units in *Armored Trooper Votoms* are Shells, as are most of the bulky, battle-hardened combat armors worn by characters in the *Warhammer 40,000* universe.

Features Common to All Shells

Size: Increase the pilot's size by one category when armored. A Medium sized pilot in this type of armor becomes

Large, and suffers a -1 size penalty on Defense, as well as a -4 size penalty on Hide checks. The pilot receives a +4 size bonus on Grapple checks.

No cockpit is necessary: the pilot wears the Shell like a suit of plate armor.

A Shell typically has a base speed of 30 ft or the pilot's unarmored speed, if that is greater.

Attribute Enhancement: A Hard Suit typically provides the pilot with a +6 equipment bonus to STR. Huge Shells typically have a single slam attack which deals 2d6 points of damage (plus STR modifier).



Base Hardness: 10

Bonus Hit Points: Most Hard Suits have 100 HP which are added to the pilot's total, and subtracted first when the pilot takes damage.

Weight: Typically 400-700 lbs.

Fighting Space: 10 ft x 10 ft or pilot's unarmored value

Reach: 10 ft or the pilot's unarmored value

Bonus Equipment Slots: Three.

Base Purchase DC: 32

Restriction: Military (+3)

Exo Frames (PL 6)

Exo Frames are bulky, often non humanoid suits of powered armor which blur the line between large personal armor and small mecha. Suits of this style are massive, heavily armored walking tanks. Rather than wearing an Exo Frame like a suit of armor, the pilot typically operates the war machine from a cramped cockpit in the torso.

The Loader that Ripley presses into service as a combat suit in *Aliens* is an exo-frame, as are the heavily armed infantry units in *Matrix: Revolutions*. The soldiers in the appropriately named *Exo-Squad* cartoon piloted exo-frames. The iconic Glitterboy suit in *Rifts* is also an exo-frame, as are the spider-like Tachicomas in *Ghost in the Shell*.

Features Common to All Exo-Frames

Size: Increase the pilot's size by two categories when armored. A Medium sized pilot in this type of armor becomes Huge, and suffers a -2 size penalty on Defense, as well as a -8 size penalty on Hide checks. The pilot receives a +8 size bonus on Grapple checks.

The Exo-Frame is required to have a small cockpit, usually placed in the armor's torso or backpack. This cockpit does not effect the cost or extra equipment slots remaining to the armor.

An Exo-Frame typically has a base speed of 30 ft or the pilot's unarmored speed, if that is greater.

Attribute Enhancement: An Exo-frame typically provides the pilot with a +10 equipment bonus to STR. Huge Shells typically have a single slam attack which deals 2d6 points of damage (plus STR modifier).

Base Hardness: 10

Bonus Hit Points: Most Exo-frames have 200 HP which are added to the pilot's total, and subtracted first when the pilot takes damage.

Weight: Typically between ½ ton and two tons

Fighting Space: 10 ft x 10 ft or pilot's unarmored value

Reach: 10 ft or the pilot's unarmored value

Bonus Equipment Slots: Five.

Base Purchase DC: 35

Restriction: Military (+3)

Pricing Logic

I set the pricing benchmarks so that an average suit of powered armor with a single role will cost between 60,000 and 200,000 dollars: a price point in line with a top of the line luxury car, not a realistic military vehicle. Realistically, powered armor would probably cost as much as modern tanks or next generation fighters, if not more. Prices should be in the 30,000,000+ dollar range, but are kept low to ensure that Powered Armor is still accessible to even independently funded high level characters. Like many things about my Power Armor system, its pricing scheme is based on power armor as they appear in comics like *Iron Man* and anime like *Bubblegum Crisis*, not real-world DARPA prototypes.

Stripped Down Armors

With each equipment package, the amount of slots a component takes up and its price are listed. If you choose to remove or swap out one of the Role's standard components, you may gain one or more extra equipment slots. Reduce the Role's loadout cost by the indicated purchase DC. See the table on page 204 of the *D20 Modern Core Rulebook* for a dollar to purchase DC conversion.



STEP TWO: CHOOSE POWERED ARMOR ROLE

After deciding on the armor's Chassis type, the next decision defines how it is expected to be used. The armor's chosen role is similar to a character's class. The armor's role determines the armor's starting weapons and equipment load out. You can further customize the armor by adding additional components, or leave it as is. Combine the basic statistics of your Chassis with the basic statistics of your Role to determine your armor's final capabilities.

Multi-Role Armors

You may equip multiple Roles if desired. In this case, add the purchase price of each role's equipment package to get the final price of the armor. Remove any duplicated components (if any), unless its specifically noted that the component can be equipped more than once (such as Armor Upgrades or a Visor Laser).

Air Superiority

The armor is designed for speed, maneuverability and dog-fighting superiority. Standard weapons loadout includes extreme range weapons. Air superiority suits need advanced sensor suites to detect and engage adversaries before they come over the horizon.

At Progress Level Six

Total Purchase DC: 32 (58,500 dollars)

Class III Sensor Suite (One Slot, DC 25), Medi-Comp (One Slot, DC 12), Onboard Navigation, Advanced (No Slot, DC 16), Sensors, Combat Enhancement Load (One Slot, DC 19), Tactical Ranging System +3 (One Slot, DC 20),

Afterburners (One Slot, DC 13), Avionics, Advanced x4(No Slots, DC 16x4 = DC 21), Expanded Flight Range (One Slot, DC 25), Flight Mode (One Slot, DC 20),

Armor Enhancement x3
+10 Hardness, +50 HP (No Slots,
DC 20x3 = DC 24), Electronic
Countermeasures
(One Slot, DC 20)

Flachette Rifle (One Slot,
DC 22), Pencil Box Missile
Launcher: 8 shot (4x EMP Bolus,
4x anti-vehicle) (One Slot, DC 29)

At Progress Level Seven

Upgrade to Class V Sensor Suite.
Total Purchase DC: 33

At Progress Level Eight and Beyond

Upgrade to Class VII Sensor Suite. Total Purchase DC: 34

Anti-Armor

Artillery armors are walking gun-platforms. Equipped with more firepower than an entire carrier air-wing, these juggernauts are often deployed in advance of infantry troops. They soften up targets with heavily armored sustained bombardments before other armored troopers, with more precisely targeted weapons, move in to hold the territory they've gained.

At Progress Level Six

Total Purchase DC: 31 (39,400 dollars)

Infrared Optics (One Slot, DC 20), MAV Drone (One Slot, DC 10), Medi-Comp (One Slot, DC 12), Sensors, Combat Enhancement Load (One Slot, DC 19), Sniper Rangefinding Software (One Slot, DC 25), Tactical X-Ray Gear (One Slot, DC 25)

Fan Jets (One Slot, DC 18)

Armor Enhancement x2 (+10 Hardness)
(No Slots, DC 20x2 = DC 23), Hostile Environ-



ment Cladding (fire 10) (One Slot, DC 17), Retractable Shield +2 (One Slot, DC 15)

FL-5 Aurora Assault Laser Rifle (One Slot, DC 22), Flachette Rifle (One Slot, DC 22), M-52 Firestar Rocket Launcher x2 (12 shots total) (Two Slots, DC 22x2=DC 24)

At Progress Level Seven

Swap FL-5 for AP-121 Liberty Fusion Cannon (One Slot, DC 28). Total Purchase DC: 32

At Progress Level Eight and Beyond

Same Basic Technology

Anti-Personnel

Anti-Personnel armors are designed to shred lightly armored targets. Equipped with a variety of area effect weapons, anti-personnel armors have one purpose: kill as many enemy troops as possible in as short a time as possible. Mobility and sensors are important, but firepower is paramount.

At Progress Level Six

Total Purchase DC: 32 (60,000 dollars)

Infrared Optics (One Slot, DC 20), Integrated Equipment (bolt cutters, Demolitions kit) (One Slot, DC 15), MAV Drone (One Slot, DC 10), Medi-Comp (One Slot, DC 12), Sensors Combat Enhancement Load (One Slot, DC 19), Tactical Ranging System +1 (One Slot, DC 16), Tactical X-Ray Gear (One Slot, DC 25)

Armor Enhancement x4 (+10 Hardness, +100 HP) (No Slot, DC 20x4= DC 25), Hostile Environment Cladding x2 (Fire Resistance 20) (One Slot, DC 17x2 = DC 20),

AA-25 Downpour Chaingun (One Slot, DC 28), Extra AA-25 Ammo Space x1 (DC 12), Firefog Dispenser (One Slot, DC 22), Flame Thrower (One Slot, DC 22), M-702 Dragontooth Quill Cannon (One Slot, DC 24), Extra M-702 Ammo (One Slot, DC 19)

At Progress Level Seven

Add Laser Point Defense Grid (One Slot, DC 28). Total Purchase DC: 33

At Progress Level Eight and Beyond

Add Tsunami-550 Plasma Pulsar (Two Slots, DC 25). Total Purchase DC: 34

ELINT / Electronic Warfare

The armor is stripped down to make room for an array of radars, FLIR optics, laser rangefinders, high resolution cameras, communications and jamming arrays. The armor's main purpose is electronic recon, and is often deployed far ahead of allied forces to gather ELINT (electronic intelligence) and SIGINT (signals intelligence). The suit is

also equipped with high-power jamming equipment to disrupt enemy communications.

At Progress Level Six

Total Purchase DC: 35 (130,200 dollars)

Class III Sensor Suite (One Slot, DC 25), MAV Drone (One Slot, DC 10), Medi-Comp (One Slot, DC 12), Pilot Interface Link (No Slot, DC 22), Tailgunner Instinctive-AI (One Slot, DC 24)

Avionics, Advanced x2 (One Slot, DC 16x2 = DC 19), Expanded Flight Range (One Slot, DC 25), Flight Mode (One Slot, DC 20)

Armor Enhancement x1 (+50 HP) (No Slot, DC 20), Electronic Countermeasures (One Slot, DC 20), EM Jamming Field x2 (One Slot, DC 30x2 = DC 33), Hostile Environment Cladding (Electricity Resistance 10) (One Slot, DC 17)

Visor Laser (One Slot, DC 22)

At Progress Level Seven

Upgrade to Class V Sensor Suite (One Slot, DC 30), Add Stealth Cloak (One Slot, DC 40). Total Purchase DC: 41

At Progress Level Eight and Beyond

Upgrade to Class VI Sensor Suite (One Slot, DC 32), Remove Stealth Cloak. Add Ghost Mode Array (One Slot, DC 32). Total Purchase DC: 38

Force Recon

The armor is designed for speed and maneuverability, and for survivability in urban warfare scenarios. The armor is mobile, durable and bristling with weapons.

At Progress Level Six

Total Purchase DC: 31 (46,500 dollars)

Blindsight Suite (No Slot, DC 12), Class I Sensor Suite (One Slot, DC 18), MAV Drone (One Slot, DC 10), Medi-Comp (One Slot, DC 12), Sensors, Combat Enhancement Load (One Slot, DC 19), Tactical X-Ray Gear (One Slot, DC 25), Toss Cams (One Slot, DC 10)

Fan Jets (One Slot, DC 18), Spinter Endoskeleton (One Slot, DC 20)

Armor Enhancement x3 (+5 Hardness, +100 HP) (No Slot, DC 20x3= DC 24), Retractable Shield +4 (One Slot, DC 18)

AA-25 Downpour Chaingun (One Slot, DC 25), Extra AA-25 Ammo (One Slot, DC 19), Combat Claws (No Slot, DC 15), Pencilbox Missile Launcher 4 shot (anti-vehicle x4) (One Slot, DC 25), Smartpulse Hitter (One Slot, DC 24)

At Progress Level Seven

Upgrade to Class IV Sensor Suite. (One Slot, DC 27). Total Purchase DC: 32

At Progress Level Eight and Beyond

Add Kinetic Shroud (One Slot, DC 42). Total Purchase DC: 43

Infantry

The power armor is designed for front line infantry and squad support roles. The suit is a bipedal tank, able to jog at upwards of 60 mph and tear through a military convoy. Infantry suits tend to be fairly standardized- the basic and least powerful armor fielded by an organization's grunts.

At Progress Level Six

Total Purchase DC: 30 (35,000 dollars)

Infrared Optics (One Slot, DC 20), Integrated Equipment (back pack and combat web) (One Slot, DC 14), MAV Drone (One Slot, DC 10), Medi-Comp (One Slot, DC 12), Onboard Navigation, Advanced (No Slots, DC 16), Pseudomuscle Endoskeleton (One Slot, DC 20), Tactical X-Ray Gear (One Slot, DC 25), Toss Cams (One Slot, DC 14)

Sprinter Endoskeleton x3 (One Slot, DC 20x3 = DC 24)

Armor Enhancement x1 (+5 Hardness) (No Slot, DC 20), Hostile Environment Cladding (Fire or Force Resistance 10) (One Slot, DC 17)

M-702 Dragontooth Quill Cannon (One

Slot, DC 24), M-88 Talon Rocket Launcher (One Slot, DC 22)

At Progress Level Seven

Add M-73 Particle Cannon (Two Slots, DC 30). Total Purchase DC: 32

At Progress Level Eight and Beyond

Same Basic Technology

Labor

The armor is not designed for combat, but with its great strength, endurance, hazardous environmental shielding and utility systems, it can make a decent guerilla-warfare suit if pressed. Suits like these are used for underwater salvage, fuel loading, mining and similar hazardous duty; Labor armors can easily be modified for deep space salvage and asteroid mining.

At Progress Level Six

Total Purchase DC: 29 (25,200 dollars)

Class I Sensor Suite (One Slot, DC 18), Display Screens (No Slots, DC 10), Integrated Equipment (one or two professional kits of choice, DC 15 base price or less, Basic Mechanical Kit, Fire Extinguisher) (Three Slots, DC 19 total), Locking Joints (One Slot, DC 14), Medi-Comp (One Slot, DC 12) Psuedo-Muscle x3 (One Slot, DC 20x3 = DC 24)

Boring Drill (Two Slots, DC 12), Hydro Impeller (One Slot, DC 15), Pressure Adaptation (One Slot, DC 22)

Armor Enhancement (+5 Hardness) (No Slot, DC 20), Hostile Environment Cladding (Energy Resistance of Choice 10) (One Slot, DC 17)

Masterwork Monomolecular Combat Claws (No Slot, DC 22), Visor Laser (One Slot, DC 22)

At Progress Level Seven

Add Shapememory Multi-Tool (One Slot, DC 17) Total Purchase DC: 29

At Progress Level Eight and Beyond

Add Magnetic Manipulator (One Slot, DC 34) Total Purchase DC: 35

Medic

Equipped with a variety of sensors, medical tools and life saving gear, medic-class armors are basically walking surgical suites. By long standing tradition and international law, medics do not carry weapons, though independent operators often bend or break this rule.

At Progress Level Six

Total Purchase DC: 25 (8,200 dollars)

Infrared Optics (One Slot, DC 20), Integrated Equipment (Halogen floodlight, Masterwork medical kit, Masterwork SAR kit, Masterwork pharmacist kit) (Four Slots, Total DC 21), Sensors, Medical/Scientific Grade (One Slot, DC 15)

Pseudomuscle Exoskeleton (One Slot, DC 20)

Retractable Shield +2 (One Slot, DC 15)

Combat Claws (No Slot, DC 15)

At Progress Level Seven

Add Shapememory Multi-Tool (One Slot, DC 17) Total Purchase DC: 26

At Progress Level Eight and Beyond

Add Ablative Forcedome (Two Slots, DC 39) Total Purchase DC: 40

Riot-Control

Though heavily armored and equipped with a plethora of defensive weapons, the armor is not designed for offensive use. The armor is designed to withstand enormous punishment and to capture without killing.

At Progress Level Six

Total Purchase DC: 35 (125,700 dollars)

Display Screens (No Slot, DC 10), Infrared Optics (One Slot, DC 20), Integrated Equipment (video camera,) (One Slot, DC 17), Locking Joints

(One Slot, DC 14), MAV Drone (One Slot, DC 10), Medi-Comp (One Slot, DC 12), Pseudomuscle Endoskeleton x2(One Slot, DC 20x2 = DC 23), Toss Cams (One Slot, DC 14)

Sprinter Endoskeleton (One Slot, DC 20)

Armor Enhancement x3 (+5 Hardness, +100 HP) (No Slots, DC 20x3 = DC 25), Hostile Environment Cladding (One Slot, DC 17), Retractable Shield +6 (One Slot, DC 22)



Eelshock Discharge System (One Slot, DC 22), M-702 Dragontooth Quill Cannon (One Slot, DC 24), Pencilbox Missile Launcher: 12 shot x2 (24 shots: 12 gluebomb, 6 mercy missile, 3 optic pulsar, 3 anti-vehicle) (Two Slots, DC 30x2 = DC 33), Reluctance Field (One Slot, DC 22)

At Progress Level Seven

Add Tailgunner Instinctive AI (One Slot, DC 24). Add Though Shield (One Slot, DC 18). Add Combat Coordinator +1 (Two Slots, DC 28). Total Purchase DC: 36

At Progress Level Eight and Beyond

Add Ghost Mode Array (Two Slots, DC 32), Add Ablative Forcedome (Two Slots, DC 39) Total Purchase DC: 41

Sniper

Ultra-long range firepower is the name of the game. Precision and stealth are primary concerns.

At Progress Level Six

Total Purchase DC: 31 (37,900 dollars)

Class III Sensor Suite (One Slot, DC 25), Integrated Equipment (ghile suit) (No Slot, DC 7), Sensors, Combat Enhancement Load (One Slot, DC 19), Sniper Rangefinding Software (One Slot, DC 25), Tactical Ranging System +5 (One Slot, DC 24)

Crawler Gloves (No Slots, DC 14), Mag-Lev Skimmer (One Slot, DC 24)

Armor Enhancement x1 (+50 HP), (No Slot, DC 20)

Either Flachette Rifle or FL-5 Aurora Assault Laser Rifle (One Slot, DC 22)

At Progress Level Seven

Add Gamma/Nuetron Stream (One Slot, DC 26), Swap FL-5 Aurora for ULR Railgun (Two Slots, DC 35). Total Purchase DC: 36

At Progress Level Eight and Beyond

Swap ULR Railgun for Unlimited Length Laser (Two Slots, DC 42). Total Purchase DC: 42

Networks

Wetworks-role armors are designed for melee combat. With enhanced strength, stealth features, and advanced sensors, the suit is designed for night ops. Get in, kill the target before he detects the pilot and get out without anyone seeing the armor.

At Progress Level Six

Total Purchase DC: 31 (48,000 dollars)

Class II Sensor Suite (One Slot, DC 21), Infrared Optics (One Slot, DC 20), Integrated Equipment (ghile suit) (No Slot, DC 7), Pseudomuscle Endoskeleton (One Slot, DC 20), Sensors, Combat Enhancement Load (One Slot, DC 19), Tactical X-Ray Gear (One Slot, DC 25), Toss Cams (One Slot, DC 14)

Crawler Gloves (No Slot, DC 14), Mag-Lev Skimmer (One Slot, DC 24)

Armor Enhancement x2 (+100 HP) (DC 20x2 = DC 23)

Masterwork Monomolecular x2 Combat Claws (No Slot, Total DC 27), Flachette Rifle (One Slot, DC 22),

At Progress Level Seven

Add High Frequency feature to Combat Claws (Total Component Purchase DC becomes 37). Add Combat Coordinator +2 (Two Slots, DC 32). Total Purchase DC: 39

At Progress Level Eight and Beyond

Add Ghost Mode Array (Two Slots, DC 32), Add Striking Viper Electro-Whip (One Slot, DC 20). Total Purchase DC: 39

STEP THREE: CUSTOMIZE YOUR POWERED ARMOR

You can further customize your armor by replacing standard components and adding new gear in your bonus equipment slots. Remember, you can also combine roles, which is expensive, but the best way to quickly add several themed pieces of gear.

POWER ARMOR COMPONENTS: SENSORS AND GADGETS

Additional Equipment Slots (PL 6)

You receive an additional bonus equipment slot.
Equipment Slots: Add one slot.

Purchase DC: 20

Blindsight Suite (PL 6)

A suit of armor with this sensor suite can operate at full efficiency in absolute darkness, and is not hampered by rain, fog or other environmental factors. The *blindsight* suite uses a combination of light amplification, infrared vision and active RADAR and SONAR to pinpoint objects out to 180 ft.

This system also upgrades the detection radius of any other sensor systems, improving the armor's darkvision ability (if any) by 25%.

Equipment Slots: None

Activation: Move Action (to activate or deactivate)

Purchase DC: 12

Restriction: Military (+3)

Class I Sensor Suite (PL 6)

This sensor system includes air/space radar that allows a mecha operator to scan the basic topography of the surrounding area and pick out targets well enough to aim weapons at them. A Class I sensor system grants a +2 equipment bonus on the operator's Navigate and Spot checks.

With a successful Computer Use check (DC 15) and a move action, the operator can use the sensor system to actively scan a single nonliving target (usually another mecha or vehicle) and determine all the following information about that target:



- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.

Equipment Slots: one

Activation: Move action (active scan mode only).

Range: 1-mile-radius emanation centered on your mecha.

Area: 1 nonliving target (active scan only).

Duration: Persistent (passive scan mode) or 1 round (active scan mode).

Purchase DC: 18.

Restriction: None.

Class II Sensor Suite (PL 6)

This sensor system includes an electromagnetic (EM) detector array that localizes electromagnetic emissions, and an infrared detector that tracks targets by their heat signatures. It also incorporates a high-resolution video system that differentiates targets by their visual profile. The hi-res video system incorporates a zoom feature, allowing close inspection of distant targets. A Class II sensor system grants a +2 equipment bonus on the operator's Navigate and Spot checks.

With a successful Computer Use check (DC 15) and a move action, the operator can use the sensor system to actively scan a single nonliving target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard, if applicable.
- The target's Hardness and HP as well as the composition of the armor
- The target's weapon systems (functional and nonfunctional).

Equipment Slots: one

Activation: Move action (active scan mode only).

Range: 1-mile-radius emanation centered on your mecha.

Area: 1 nonliving target (active scan only).

Duration: Persistent (passive scan mode) or 1 round (active scan mode).

Purchase DC: 21.

Restriction: None.

Class III Sensor Suite (PL 6)

This system combines the features of the Class II sensor system with an advanced night-vision unit. The mecha operator gains darkvision to a range of 90 feet. A Class III sensor system also grants a +2 equipment bonus on the operator's Navigate and Spot checks.

With a successful Computer Use check (DC 15) and a move action, the operator can use the sensor system to actively scan a single nonliving target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard, if applicable.
- The target's Hardness and HP as well as the composition of the armor
- The target's weapon systems (functional and nonfunctional).

Equipment Slots: one

Activation: Move action (active scan mode only).

Range: 1-mile-radius emanation centered on your mecha.

Area: 1 nonliving target (active scan only).

Duration: Persistent (passive scan mode) or 1 round (active scan mode).

Purchase DC: 25.

Restriction: Licensed (+1).

Class IV Sensor Suite (PL 7)

This system includes electromagnetic (EM), infrared detector, hi-res video, and nightvision sensors similar to those found on the Class II and Class III systems. It also incorporates a lidar system that uses low-powered laser beams to quickly locate and identify difficult terrain, distant obstacles, and targets.

The mecha operator gains darkvision to a range of

120 feet. A Class IV sensor system also grants a +4 equipment bonus on the operator's Navigate and Spot checks.

With a successful Computer Use check (DC 15) and a move action, the operator can use the sensor system to actively scan a single nonliving target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard, if applicable.
- The target's Hardness and HP as well as the composition of the armor
- The target's weapon systems (both functional and nonfunctional).
- How much damage (in hit points) the target has taken.

Equipment Slots: one

Activation: Move action (active scan mode only).

Range: 10-mile-radius emanation centered on your mecha.

Area: 1 nonliving target (active scan only).

Duration: Persistent (passive scan mode) or 1 round (active scan mode).

Purchase DC: 27.

Restriction: Licensed (+1).

Class V Sensor Suite (PL 7)

This system improves upon earlier sensor systems by replacing the air/space radar with powerful multiband radar that quickly and effortlessly identifies and tracks mecha, creatures, and vehicles. It also combines the electromagnetic, infrared, and video scanners into a single, more powerful array. The Class V sensor system also extends the mecha's nightvision capability. The mecha operator gains darkvision to a range of 180 feet. A Class V sensor system also grants a +6 equipment bonus on the operator's Navigate and Spot checks.

With a successful Computer Use check (DC

15) and a move action, the operator can use the sensor system to actively scan a single nonliving target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard, if applicable.
- The target's Hardness and HP as well as the composition of the armor
- The target's weapon, defense, and sensor systems (both functional and nonfunctional).
- How much damage (in hit points) the target has taken.

Equipment Slots: one

Activation: Move action (active scan mode only).

Range: 10-mile-radius emanation centered on your mecha.

Area: 1 nonliving target (active scan only).

Duration: Persistent (passive scan mode) or 1 round (active scan mode).

Purchase DC: 30.

Restriction: Licensed (+1).

Class VI Sensor Suite (PL 8)

This sensor system resembles the Class V sensor array, except that it replaces the multiband radar unit with multiphase radar capable of penetrating nearly any obstacle or barrier.

The mecha operator gains darkvision to a range of 180 feet. A Class VI sensor system also grants a +8 equipment bonus on the operator's Navigate and Spot checks.

With a successful Computer Use check (DC 15) and a move action, the operator can use the sensor system to actively scan a single nonliving target (usually another mecha or vehicle) and determine all the following information about that target:

- The target's size.
- The target's locomotive capabilities.
- The target's present direction or trajectory.
- The number of living creatures aboard, if applicable.

- The target's Hardness and HP as well as the composition of the armor
- The target's weapon, defense, and sensor systems (both functional and nonfunctional).
- How much damage (in hit points) the target has taken, and how much damage it can withstand (that is, hit points remaining).

Equipment Slots: one

Activation: Move action (active scan mode only).

Range: 100-mile-radius emanation centered on your mecha.

Area: 1 nonliving target (active scan only).

Duration: Persistent (passive scan mode) or 1 round (active scan mode).

Purchase DC: 32.

Restriction: Licensed (+1).

Display Screens (PL 5)

Flat panel LCD displays have been built into the armor's back, chest, thighs and other large, flat surface areas. Some armors with this upgrade display humanoid digitized faces in their faceplate.

An armor with this upgrade can display propaganda, information or advertisements, as well as play commercially available DVDs, mp3s and similar file formats. Display screens can also be used to shed light (5 ft bright/ 30 ft shadowy), and may be deactivated at will for stealth.

Equipment Slots: None

Purchase DC: 10

Ghost Mode Array (PL 8)

The power armor has been enhanced with a chassis-wide system of energy conduits and dimensional projectors, backed by one of the most powerful quantum computers ever devised. The armor and its pilot are no longer bound by the laws of physics.

Armor with this upgrade can become *ethereal* for up to two minutes (twenty rounds) per day. The armor can become ethereal or regain solidity as a free action. The armor's intangible state need not be used at once, and can be broken up in one round increments throughout the day.

Equipment Slots: Two

Activation: Free action

Duration: 20 rounds maximum, in 1 round increments

Saving Throw: None

Purchase DC: 32

Restriction: Military (+3)

Independent Operations (PL 7)

The power armor is equipped with advanced AI and pseudo-musculature articulators, enabling the armor to operate independently, without direct control from the pilot.

As a full round action, the suit's designated user/pilot can command the suit to activate and operate independently, as a separate entity. While acting independently, the power armor uses the Suit Sentence's INT, WIS and CHA scores. The armor's base STR and DEX scores are equal to 10 + the suit's enhancement bonuses to those scores (if any). As a construct, the armor does not have a CON score.

The armor is treated as a construct for the purposes of saving throws and immunities when unpiloted. Its base HP is equal to the bonus HP the armor provides to the pilot. The armor has no skill ranks or feats, unless they are specifically added as a feature of the armor.

The armor adds any equipment or other bonus types provided by on-board equipment to its untrained skill checks. Unless specifically commanded otherwise, the armor can use its onboard systems and weapons normally when acting independently.

The pilot can return the armor to its inactive state by a spoken command, as a free action. The armor has the same allegiances or alignment of its designated pilot, unless the designer specifically programs a different moral code.

A pilot can also 'program' the armor to enter Independent mode if he is knocked unconscious, killed while piloting the armor, or fails a WILL save while piloting the armor. The Independent armor will flee to a pre-designated safe area if possible, and will fight to defend the pilot if not able



to flee. There is no limit (other than suit run time) to the amount of time the armor can operate independently.

Prerequisite: Suit Sentience
 Equipment Slots: Two
 Activation: Full round action
 Purchase DC: 24
 Restriction: Licensed (+1)

Infrared Optics (PL 5)

The suit can see into the infrared portion of the spectrum, allowing it to detect minute changes in temperature. The pilot can detect the body heat of most living creatures and machines, provided they are warmer than the surrounding environment (most undead, some reptilian creatures and some 'stealth' machines do not register). This negates the concealment penalty for darkness or *invisibility*; if the environment is too warm or if the creature does not

radiate body heat, the miss chance applies normally.

The pilot receives a +2 bonus on Spot checks made against creatures attempting to Hide in a cooler environment. When used to spot concealed cyborgs or robots, this bonus increases to 2 + the cyborg/robot's Drain rating or number of implants.

Equipment Slots: One
 Purchase DC: 20
 Restriction: Licensed (+1)

Integrated Equipment (PL 6)

You can build a variety of useful tools into Powered Armor, from halogen flood lights to surgical equipment. Choose and purchase any piece of equipment, which is integrated into the armor and may be used at any time.

At the gamemaster's discretion, compact tools do not take up an equipment slot, and only

bulky equipment requires an equipment slot.
Equipment Slot: Zero or One at GM discretion
Purchase DC: Add +1 to the equipment's
Base Purchase DC

Locking Joints (PL 6)

The suit's joints can lock magnetically (and unlock) upon a subvocal command from the pilot, giving the suit increased stability and a nearly unbreakable grip. Once the suit's joints are locked in place, (a free action), the pilot receives a +4 equipment bonus on checks made to resist being tripped, bull rushed or disarmed. If the pilot is grappling a target and locks the suit's joints, the target suffers a -4 circumstance penalty on grapple checks made to break a pin.

Equipment Slots: One
Activation: Free action
Purchase DC: 14
Restriction: None

Magnetic Manipulators (PL 7)

Powerful magnetic field generators are woven throughout the suit's hull, and advanced onboard computers can shape the resulting magnetic fields around the armor with incredible precision.

A suit fitted with magnetic manipulators can remotely manipulate ferrous objects weighing up to 2,500 lbs at a distance of up to 100 ft, assuming clear line of sight. Common among industrial suits and deep space salvage models, this type of system has obvious combat potential.

The pilot can attempt to hurl magnetically controlled objects as improvised weapons, but doing so is difficult to time, and the pilot suffers a -4 circumstance penalty on attack rolls. The pilot can also remotely 'grapple' a ferrous opponent. When doing so, the magnetic field is treated as a creature the same size as the armor, and the shell pilot's ranks in Pilot and DEX modifier replace his or her BAB and STR modifier for this check. The grappled creature or mecha obviously cannot attempt to grapple the magnokinetic armor in turn.

Equipment Slots: Two
Activation: Standard actions to lift/control magnetized objects
Range: 100 ft
Target: up to 2,500 lbs of ferrous material
Duration: 20 minute active cycle, 1 minute cool down cycle
Purchase DC: 34
Restriction: Licensed (+1)

M.A.V. Drone (PL 5)

The Micro Ariel Vehicle is a tiny, delicate airplane with a short battery life and limited range, but is useful in seeing around corners or into fortified areas. This small aircraft is small enough to fit into a man's palm. The MAV Drone has 15 HP, a fly speed of 90 ft (perfect) and AC 15 when in the air.

The MAV Drone receives a +20 equipment bonus to Spot and Listen checks, and has darkvision out to a 60 ft radius. The MAV instantly transmits any data it sees or hears back to the pilot. The MAV does not have any advanced sensors, just video and audio capabilities.

Equipment Slots: Launcher and 'docking station' take up one equipment slot.
Activation: Standard actions to control the MAV Drone
Range: 1000 ft
Duration: 5 minute flight time
Purchase DC: 10 for launcher and MAV; 6 for each additional disposable MAV
Restriction: Military (+3)

Medi-comp (PL 6)

The armor is equipped with an array of medical sensors that provide a constant, real time read out of the pilot's health and physical status. The information can be transmitted wirelessly to allied suits, or accessed by a trained medic, making it easier to treat a downed pilot.

Anyone who accesses the suit's medical computer (by making a DC 15 computer use check when physically linked to the armor) receives a +4 insight bonus on all Treat Injury checks made to

assist the pilot for the next 24 hours. The suit wirelessly transmits this data to all allied systems within 1 mile.

Equipment Slots: One

Range: 1 mile

Purchase DC: 12

Metabolizer Symbiote (PL 7)

The techno-organic armor acts as a symbiote, absorbing nutrients, water, oxygen and other life giving substances from its environment and feeding them to the pilot. Nutrients may be transferred through feeding tubes, IV lines, or absorbed through the pilot's skin.

While wearing the power armor the pilot does not need to eat or drink. The armor can indefinitely metabolize oxygen, giving it an unlimited life support capacity so long as there is at least some atmosphere to synthesize life-giving compounds from. This enhancement ceases to function in hard vacuum, though the armor's conventional life support systems function normally.

Prerequisites: Bio-Organic template only

Equipment Slots: One

Saving Throw: None

Purchase DC: 14

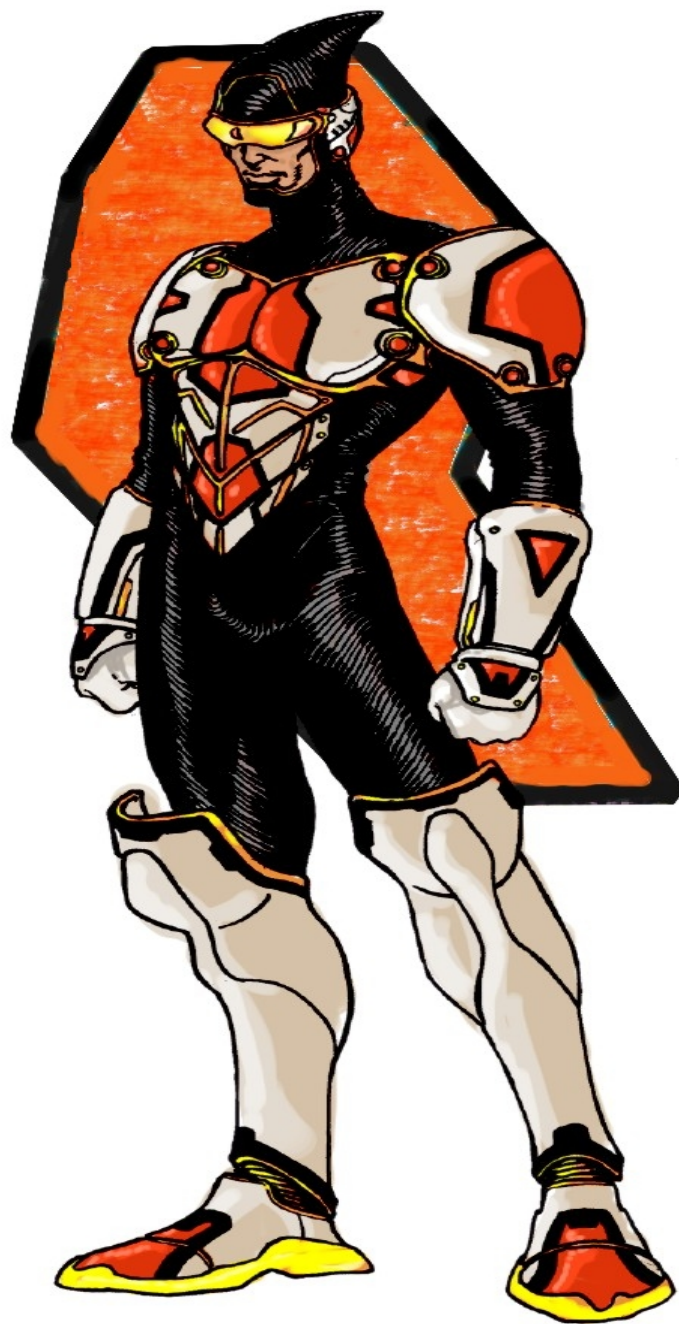
Onboard Navigation, Advanced (PL 6)

The armor is equipped with a several onboard compasses, highly detailed street atlases that are updated each time it recharges, and a real-time GPS receiver. The pilot's reflexes and reaction time are increased to make him a better, safer driver and mecha-jockey.

The pilot receives a +8 equipment bonus on Navigate checks and +4 equipment bonus on Drive and Pilot checks. The pilot can automatically find his or her way back to any area he designates as a 'way point' when beginning a trip, and can always sense the distance and direction to an assigned way point. The onboard computer can store up to 12 way points.

Equipment Slots: None

Purchase DC: 16



Personal Holo-Disguise (PL 7)

The personal holo-disguise is an optical sheath that projects a convincing, ultra-high fidelity holographic disguise around the user. The armor receives a +20 equipment bonus on purely visual Disguise checks. If the cyborg is touched, the armor's real dimensions and texture are apparent, regardless of the holographic shell.

The suit's onboard computer can store up to 24 preprogrammed disguises, and can also spontaneously generate a disguise, based upon the users

mental or verbal commands. Activating a ready-made disguise or dismissing it is a free action.

Creating an original new disguise is a full round action which provokes attacks of opportunity. The optical sheath will also conceal the armor's worn or carried weapons as innocuous objects, consistent with the preprogrammed disguise. The holographic disguise can be maintained for up to 10 minutes (100 rounds) of continual operation, before the laser image emitters enter a 12 minute cooling off period.

Equipment Slots: one
Activation: Free action or full round action
Range: Personal
Target: You
Duration: 10 minutes on, 12 minutes cooling off
Saving Throw: None
Purchase DC: 35
Restriction: Military (+3)

Pilot Interface Link (PL 6)

The suit is wired with an assortment of metabolic sensors, which determine minor variations in the pilot's body in response to stress or g-forces, as well as neural interfaces which instantly translate the pilot's commands. The suit enables the power armor pilot to be a more effective pilot, even when the pilot is operating a larger mecha or vehicle while encased in the power armor.

The pilot receives a +4 bonus on Computer Use, Drive and Pilot checks made while wearing the power armor.

Equipment Slot: None
Purchase DC: 22

Pseudomuscle Endoskeleton (PL 6)

An ingenious series of artificial muscle tissue, a specially reinforced frame and hydraulic array enables the armor to lift and carry enormous weight. Armor with this enhancement receives an additional strength bonus, based upon the size of the armor.

You may select this enhancement up to five times. Each time the component is chosen, after the first, you gain an additional +2 bonus to STR.

Skinsuit: Cannot receive this enhancement.
Hardsuit : +2 STR
Shell +3 STR
Exo-Frame: +5 STR
Equipment Slots: One
Purchase DC: 20
Restriction: None.

Regeneration Engine (PL 7)

The suit of power armor works tirelessly to keep its pilot alive. Nanotech surgeons close wounds as soon as they are inflicted, and the armor injects healing proteins directly into the pilot's bloodstream. The pilot is bathed in a constant flood of healing fluids and medicines.

Each hour the pilot remains in the power armor he or she regenerates 1d4 HP. While wearing the suit, the pilot receives a +4 bonus on FORT saves.

Prerequisites: Bio-Organic template ;
Metabolizer Symbiote
Equipment Slots: One
Purchase DC: 29
Restriction: Restricted (+1)

Sensors, Combat Enhancement Load (PL 6)

The power armor is equipped with advanced sensor systems, including laser range finding, active and passive sonar modes, and multi-frequency scanning radar.

The armor receives a +4 bonus on Spot and Listen checks, and a +2 bonus on Initiative checks.
Equipment Slots: One
Saving Throw: None
Purchase DC: 19
Restriction: Military (+3)

Sensors, Medical/Scientific Grade (PL 5)

The armor is equipped with variety of useful sensors and alternate visual modes, such as MRI, x-ray, and sonographic vision. The power armor can determine the chemical composition of objects,

detect the presence of foreign chemicals in the body, and perform most of the medical tests capable in a well equipped modern hospital internally.

The pilot receives a +4 chassis bonus to Treat Injury, Knowledge: earth & life science, physical science and Repair checks made while wearing the armor.

Equipment Slots: One

Purchase DC: 15

Restriction: Licensed (+1)

Shapememory Multi-Tool (PL 7)

The armor's gauntlets are upgraded with shapememory polymers, which can change shape in response to electrical stimulation, transforming into a variety of useful tools and devices. As a standard action, the pilot can transform the suit's gauntlets into any tool or piece of equipment available at the current PL, assuming that piece of equipment is at least 2 size categories smaller than the armor.

The shapememory multitool can transform itself into any masterwork equipment needed, granting a +2 equipment bonus on any skill that requires a tool kit to perform.

The multitool can also transform itself into any melee weapon with the same size restrictions. These duplicated weapons function identically to their standard counterparts. The multi-tool cannot be disarmed though it can be sundered which destroys this upgrade.

Equipment Slots: One

Activation: Standard Action

Purchase DC: 17

Sniper Rangefinding Software (PL 6)

Advanced target recognition software and multi-stage zoom optics are slaved to advanced trajectory processors. The result is an armor that does not suffer distance penalties on ranged attacks.

Equipment Slots: None

Purchase DC: 25

Restriction: Mil (+3)

Stealth Cloak (PL 7)

Onboard cameras take full motion video of the area around and behind the armor while advanced hologram projectors project a real time image of the cyborg's surroundings. The armor becomes effectively invisible, hidden behind a moving image of the world without it.

By using the stealth cloak to bend light around its hull, the armor can become invisible. An invisible suit gains a +40 bonus to Hide checks if immobile, or a +20 bonus when moving. Pinpointing the location of an invisible suit not actively attempting to hide requires a Spot check (DC 40 if immobile, or DC 20 if moving).

When invisible, the armor gains 50% concealment against attacks even from creatures that correctly pinpoint it's fighting space. Activating or deactivating this system is a free action. The pilot can maintain the suit's invisibility for up to one minute, before the suit's hologram projectors enter a 2 minute cool down cycle.

Equipment Slots: Two

Activation: Move Equivalent Action

Duration: 1 minute on, 2 minutes cooling off

Purchase DC: 40

Restriction: Military (+3)

Suit Sentience (PL 6)

The armor is equipped with an advanced, full-Turing AI nearly as complex as a human mind, an artificial 'suit mind' which verges on true sentience. The suit has its own personality and consciousness, both of which are designed to complement and enhance the pilot's abilities. The suit's AI aids the pilot in avoiding danger, and can advise the pilot, even act independently to a limited degree.

A suit sentience has its own INT and WIS scores. Standard suit-minds have base INT, WIS and CHA scores at 8. The suit has 10 points, which can be spent improving any of its mental abilities, or purchasing any skills the armor designer feels is necessary. The suit speaks and is literate in the pilot's native language by default, and can be trained

for greater awareness. The armor receives bonus skill points for a high INT modifier.

The suit can make Spot, Listen and Sense Motive checks independently, and will do so for the pilot on his or her initiative count. When using other skills, the suit sentience can either act passively, which effectively means the suit mind takes the Aid Another action to assist the pilot. The pilot can also allow the suit to act independently, in which case the suit makes the check, and the pilot takes the Aid Another action to assist the suit. The suit acts independently until the task is completed or until commanded to relinquish control.

Equipment Slots: One

Purchase DC: 28

Restriction: None

Tactical Ranging System (PL 6)

The standard computer-assisted targeting system for mecha combines holographic displays and heuristic target-prediction profiling to increase a mecha operator's accuracy. The system grants an enhancement bonus on attack rolls (+1 to +5) when using a specific ranged weapon selected by the operator. Switching the bonus from one weapon to another requires a move action.

The tactical ranging system has five different categories (denoted Mark I through Mark V). The purchase DC varies depending on the enhancement bonus conferred.

Equipment Slots: one

Activation: Move action (to activate or switch).

Range: Personal.

Target: You.

Duration: Persistent.

Saving Throw: None.

Purchase DC: 16 for Mark I (+1), 18 for Mark II (+2), 20 for Mark III (+3), 22 for Mark IV (+4), 24 for Mark V (+5).

Restriction: Mil (+3)

Tactical X-Ray Gear (PL 6)

Using a combination of thermal imaging, X-rays, and vibration sensors, this sensor suite enables

the operator to effectively see through solid objects. Fine details can't be detected, but armor fielding this component could tell, for example, that three Medium-size humanoids were crouched behind a closed door, or that an escape tunnel runs from one building to another.

A mecha with the Enigma suite reduces the effects of concealment by two grades. Thus, an object with total concealment (50% miss chance) would have three-quarters concealment (30% miss chance) instead.

Equipment Slots: one

Range: 150 feet cone emanating from the mecha

Duration: one round/activation

Purchase DC: 25

Restriction: None.

Tailgunner Instinctive AI (PL 6)

Early military artificial intelligences proved prohibitively expensive, and the Tailgunner I-AI was a stopgap measure until true AIs could be programmed. Tailgunner I-AIs are based on the neural map of test animals- a copy of a wolf, cat, falcon or chip's mentality- downloaded directly into the armor.

Tailgunner I-AIs are completely loyal to their suit's wearer, and want nothing more than to please. They love praise from their wearers, and many retain quirky animal characteristics and a sense of personality that's refreshing to pilots used to the cold efficiency of standard, later-gen military AIs.

Armor equipped with this component receives a +2 equipment bonus on Spot and Navigate checks, a +1 insight bonus to Initiative and +2 insight bonus to Defense.

Equipment Slots: One

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: None

Purchase DC: 24

Restriction: Licensed (+1)

Toss Cams (PL 5)

Toss Cams are dime-sized, disposable video cameras that can be thrown into dangerous areas to spot concealed adversaries. By throwing a handful of Toss Cams into an area before beginning battle, the Power Armor's pilot receives a +10 equipment bonus on all Spot checks made to detect hidden opponents, as well as a +1 circumstance bonus on Initiative.

Equipment Slots: A payload of 10 handfuls worth of Toss Cams takes up one equipment slot.

Activation: Standard Action

Duration: One Round

Saving Throw: None

Purchase DC: 10 Handfuls of Toss Cams and the software to use them are DC 14.

Restriction: Military (+3)

POWER ARMOR COMPONENTS: MOBILITY

Afterburners (PL 6)

The afterburner system dumps a shot of raw fuel into the armor's thruster system, giving the mecha a temporary speed boost. The armor's flight speed is doubled for one round. The pilot can activate this component a number of times per day equal to 3 + the number of times this implant is installed.

Equipment Slots: one

Activation: Free action.

Duration: 1 round.

Purchase DC: 13

Avionics, Advanced (PL 6)

Aerodynamic styling, large, highly flexible flight-assist wings, improved software and highly efficient thrusters help the Power Armor perform better in the air. Each level of advanced avionics taken improves the Power Armor's flight speed by +20 ft and its in-air maneuverability one category. This enhancement may be taken multiple times.

Prerequisites: Flight Mode

Equipment Slots: None

Purchase DC: 16

Restriction: None

Blink Drive (PL 7)

The armor is fitted with a micro-miniaturized warp engine, allowing it to enter hyperspace for fractions of a second, and instantly cover short distances. Though miniaturized to the point it is man portable, the blink drive is still an incredibly bulky component, and requires frequent service and has a long cool down cycle.

You may activate the armor's blink drive as a free action, at any time, even in response to an attack. If you succeed at a REF Save(DC 10 + ½ the attack roll), you can activate the blink drive to teleport to safety from an attack that would normally hit.

When the blink drive activates you can teleport instantly to any open space large enough to contain the armor within 100 ft. You must have line of sight to your destination.

Once activated the Blink Drive enters a one minute cool down cycle, and cannot be reactivated until one minute has elapsed. A PL 8 Blink Drive has a 1 round cool down cycle, allowing it to be used virtually at will.

Equipment Slots: Two

Activation: Free action

Range: 100 ft teleport range

Target: You

Duration: Instant

Purchase DC: (PL 7) 35 (PL 8) 38

Restriction: Restricted (+2)

Boring Drill (PL 5)

Heavy gauge drills and shovel like hands deploy from bulky bods on the armor's forearms, chest and shoulders, allowing the armor to easily bore through loosely packed earth or rubble. The Power Armor gains a Burrow speed of 20 ft.

Drawback: While the digging bores and shovels are extended, the pilot cannot grasp objects or carry anything in the suit's hands, unless the armor has additional limbs.

Equipment Slots: Two

Purchase DC: 12

Restriction: None

Crawler Gloves (PL 6)

The gloves and boots of the power armor are equipped with pneumatic suction grippers or molecular adhesive pods that make it possible for the power armor to climb and travel on vertical surfaces or even traverse ceilings. The power armor must have its hands free to climb in this manner. The armor gains a 30 ft Climb speed.

The armor does not lose its DEX bonus when climbing, and does not need to make Climb checks to traverse a vertical or horizontal surface (even when climbing upside down).

Equipment Slots: None

Purchase DC: 14

Restriction: None

Expanded Flight Range (PL 7)

Thanks to incredible advances in fuel storage, and system miniaturization, the Power Armor increases its flight range to nearly that of an early jet aircraft, without significantly increasing bulk.

Power Armor with this enhancement can fly for a maximum of 200 miles, before needing to refuel. Refueling requires volatile and exotic substances and has a purchase DC of 18.

Prerequisites: Flight Mode, at least one level of Advanced Avionics

Equipment Slots: One

Purchase DC: 25

Restriction: Restricted (+2)

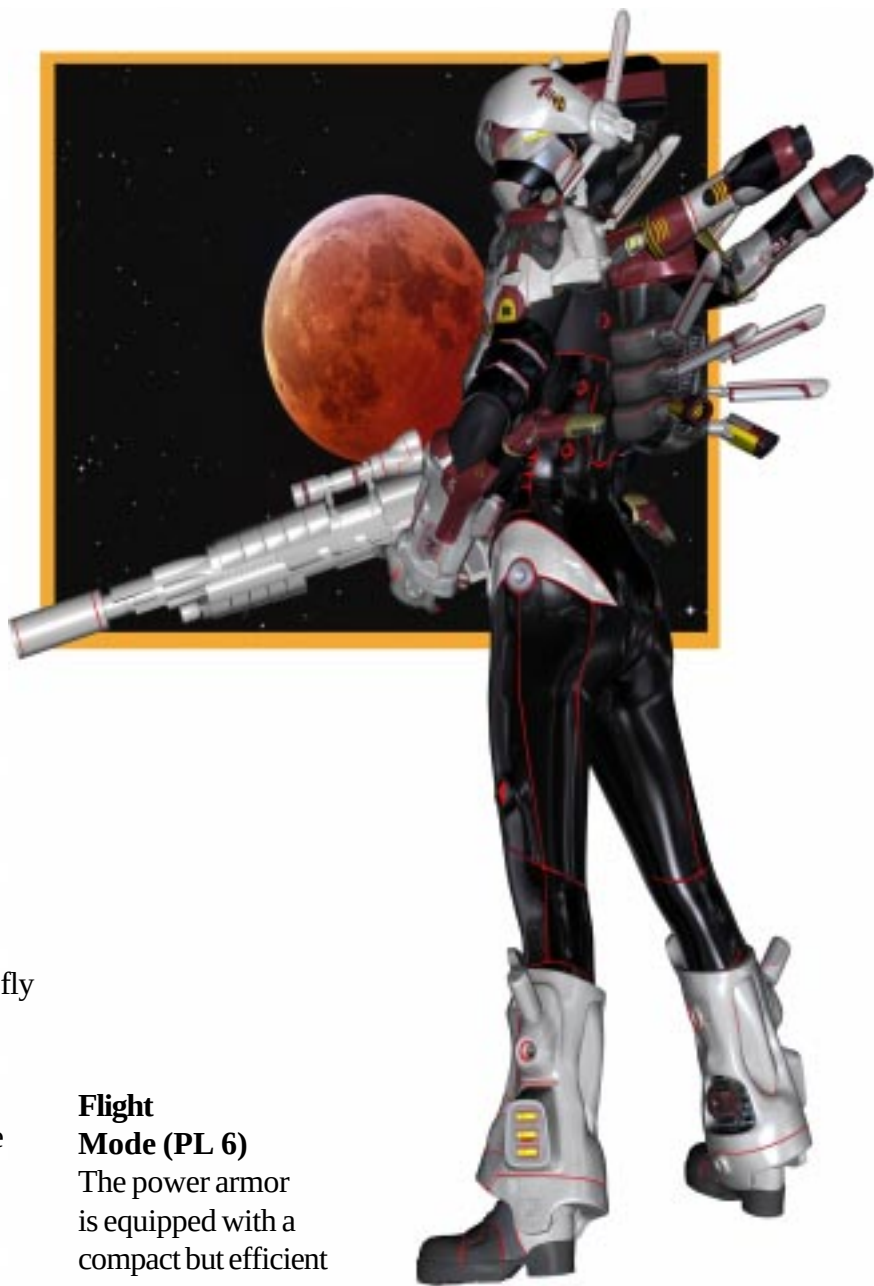
Fan Jets (PL 5)

The armor has one or more high efficiency, fan jet rotors, which allow it to fly and hover in place without falling. The armor can only fly while carrying a light or medium load. The robot gains a fly speed of 30 ft (poor maneuverability).

Equipment Slots: One

Purchase DC: 18

Restriction: None



Flight

Mode (PL 6)

The power armor is equipped with a compact but efficient vectored thrust system and a simple avionics platform. Short maneuvering wings allow the armor some in-air control, but on the whole, the armor is a clumsy flier.

The Armor gains a Flight speed of 50 ft with average maneuverability. The armor carries enough fuel for the power armor to travel up to 20 miles before needing to refuel. Refueling requires dangerous and combustible chemicals with a Purchase DC of 18.

Equipment Slots: One

Purchase DC: 20

Restriction: None

Gravity Spinner (PL 8)

A suit of power armor can instantly adjust its personal gravitational attraction, allowing the suit to walk up walls and ceilings, perform incredible acrobatic feats and pull off incredible, high-g maneuvers in air to air combat. By changing the direction the suit is being pulled by gravity, the gravity spinner allows the suit almost effortless agility.

A suit with this upgrade can move normally along any horizontal or vertical surface: any orientation the pilot chooses becomes the suit's ground. The pilot receives a +20 equipment bonus on Jump and Tumble checks, and the suit's maximum jumping distance is not limited by height.

The pilot does not need to make a running start prior to making a jump, but receives a +10 circumstance bonus if he or she gets at least a 20 ft running start. If the armor has a flight speed, its maneuverability increases by two categories, to a maximum of Perfect maneuverability.

Equipment Slots: One
Activation: None (activation is considered part of the move action)
Purchase DC: 32
Restriction: None

Hydro Impeller (PL 5)

The power armor uses pressurized water to propel itself silently and quickly when submerged. Vents on the armor's dorsal areas allow water to flow from impellers on the hips or at the base of the robot's spine.

The armor gains a swim speed of 30 ft; if the pilot already has a swim speed his or her speed is improved by +20 ft when wearing the armor. The suit can safely descend to a maximum of 300 ft.

Equipment Slots: One
Purchase DC: 15
Restriction: None

Mag-lev Skimmer (PL 6)

The Mag-Lev skimmer enhancement allows the Power Armor to hover a few inches off the ground at all times, slightly increasing its speed and maneuverability. Though this enhancement doesn't afford the mobility of true flight, it can be maintained indefinitely, at low cost.

This enhances the base speed of the armor by 15 ft. The armor constantly hovers 1" to 6" off the ground, meaning at the GM's option, the armor might be immune to certain traps like trip wires and pits. The Power Armor is considered to have the Spring Attack feat, even if the pilot does not normally meet the prerequisites.

Equipment Slots: One
Purchase DC: 24
Restriction: None

Pressure Adaptation (PL 7)

Using ultra dense composites and limited force shield reinforcement, a man-sized suit of power armor can descend to the same crushing depths a submarine can. Rather than breathing oxygen, the pilot breathes liquid oxygen, which helps insulate the pilot and equalize the suit's internal pressure.

The power armor can safely descend nearly one mile and operate safely at that depth indefinitely. Each time this enhancement is chosen, the suit's maximum safe depth increases by one mile.

Equipment Slots: One. Successive upgrades do not require a slot.
Purchase DC: 22
Restriction: None

Roller Mode (PL 7)

The suit's external plating is rounded and smoothed, with external hard points and weapon mounts integrated seamlessly into the armor's slick hull. The suit is designed for curl into a smooth, frictionless transport 'roller ball' with incredible mobility and dexterity.

The suit is designed for speed in this mode; pressurization systems and harmonics designed to affect the pilots optic nerve and inner ear keep the

pilot comfortable and well balanced no matter how quickly or disconcertingly the rapidly spinning roller mode suit moves.

While in roller mode, the suit cannot use any onboard weapons, nor can it carry objects. The pilot goes into a fetal ball, with the suit plating shifting to form a perfect sphere around him. Transformation is a full round action which provokes attacks of opportunity.

While in roller mode, the suit is incredibly fast and nimble. It receives a +70 ft bonus to base land speed when moving over mostly smooth terrain, and a +8 equipment bonus to Initiative checks. The roller cannot cross rough terrain, jump or swim.

Equipment Slots: Two
Activation: Full round action
Purchase DC: 25
Restriction: Restricted (+1)

Sprinter Endoskeleton (PL 5)

An artificial skeletal system and pseudo-musculature allows the armor to absorb most of the effort of running. The pilot can run marathon distances without effort, thanks to the suit's ergonomic, labor saving enhancement.

The armor's base land speed is increased by +15 ft, and the pilot receives the Run feat while wearing the armor. This component can be selected multiple times, each time improving the pilot's base land speed by +15 ft.

Equipment Slots: One
Purchase DC: 20

Trans Atmospheric Flight Range (PL 8)

A Power Armor enhanced with this feature can achieve escape velocity, travel in Near Earth orbit, and reenter the atmosphere safely. By traveling with the Earth's rotation, the mecha's pilot can travel incredible distances in a very short time. In a straight line, the Power Armor can fly at a maximum of Mach 2. By making a transatmospheric hop, the mecha can effectively increase its speed to Mach

15+ (meaning the Mecha can arrive anywhere on Earth within about a hour).

Power Armor with this enhancement can fly for a maximum of 3,500 miles, before needing to refuel. Refueling requires volatile and exotic substances and has a purchase DC of 25.

Prerequisites: Flight Mode, at least one level of Advanced Avionics, Space Skin
Equipment Slots: Two
Purchase DC: 38
Restriction: Restricted (+2)

Zero G Stabilizer (PL 7)

The stabilizer allows the mecha and its operator to function normally in low-gravity and zero-g environments. The pilot receives the Zero G Training feat while wearing the armor.

Equipment Slots: One
Purchase DC: 15

POWER ARMOR COMPONENTS: DEFENSE

Ablative Forcedome (PL 7)

The armor projects a semi-transparent screen of charged molecules and room-temperature plasma contained behind atom-thin magnetic fields. The dome like force shield radiates from projection arrays in the suit's spinal plating, hip cladding and belt.

As a standard action, the pilot can activate the forcedome, which encompasses everything in an airtight, 30 ft spherical or hemispherical radius around the armor. The forcedome has 100 HP and no hardness. A forcedome can be improved, granting it additional HP. Each 20 HP added increases the component's Purchase DC by +1.

When the forcedome is reduced to 0 HP, it shatters like glass, the feedback destroying the forcefield generator. A damaged forcefield recovers 1 HP per minute (requiring 100 minutes to return to full strength). The pilot can dissolve the forcefield as a free action.



Equipment Slots: Two
 Activation: Standard action
 Range: 30 radius around the armor (either spherical or hemispherical)
 Purchase DC: 39
 Restriction: Military (+3)

Armor Enhancement (PL 6)

The armor is equipped with a fortified superstructure reinforced by external armor plating and multiple layers of internal armor. Each time this component is chosen you either improve your armor's Hardness or Bonus Hit Points. Each component either provides +50 Bonus HP or +5 Hardness.

Hardness Cap: A suit of powered armor can have a maximum of Hardness 30. Additional bonus HP are not limited.

Equipment Slots: None
 Purchase DC: 20
 Restriction: Licensed (+1)

Electronic Countermeasures (PL 5)

The armor has anti-surveillance and tracking systems integrated. The suit's powerful ECM systems can jam missile guidance system and scramble surveillance systems.

The pilot and his armor receive a +8 chassis bonus to Defense when targeted by any guided missile. This bonus does not apply to un-guided missiles, such as bullets and arrows, nor to energy weapons.

Equipment Slots: One
 Purchase DC: 20
 Restriction: Military (+3)

EM Jamming Field (PL 6)

The armor is designed to emit an electromagnetic distortion field, which interferes with electronic devices and impedes modern military systems that depend on high technology.

The suit's EM jamming field disrupts the functioning of all electronic devices within a 60 ft radius. Any weapons incorporating high tech fire control or guidance systems suffer a -2 penalty when used within 60 ft of the power armor, and all modern vehicles suffer a similar Drive or Pilot penalty.

Any skill dealing with electronics (such as Computer Use or Demolitions, as well as tech-aided Treat Injury checks) suffer a -2 penalty. Cyborgs and robots suffer a -2 penalty on Initiative checks and attack rolls when near the power armor.

Allied units are typically shielded from the effects of their own faction's dissonance fields. Activating or deactivating this field is a standard action.

The range of this component can be increased by +60 ft by increasing the component's purchase DC by +2 per enhancement.

Prerequisite: Electronic Countermeasures

Equipment Slots: One

Activation: Standard action

Range: 60 ft radius

Target: Electronic devices and creatures within range

Purchase DC: 30

Restriction: Military (+3)

Hostile Environment Cladding (PL 5)

The armor's superstructure is reinforced and its vital systems are sealed and backed up to enable the pilot to withstand otherwise lethal environments. Each time this upgrade is chosen, the armor becomes gains Energy Resistance 10 against a specific energy type.

Special: This upgrade can be selected multiple times; each time it is selected, the effects stack. The designer can also choose to render the armor resistant to multiple types of energy. Each time this upgrade is chosen, the armor loses an equipment slot to accommodate the survival systems and additional armor.

Equipment Slots: One. Successive upgrades do not require a slot.

Purchase DC: 17

Restriction: None

Kinetic Shroud (PL 8)

The armor projects a zone of entropy and molecular discordance around itself. Anything moving into a several inch radius of the armor at more than 5-10 miles per hour hits a wall of entropy, a kinetic quagmire that absorbs the projectile's inertia and instantly cuts its speed.

All ranged weapons targeted at the armor suffer a 25% miss chance. The armor receives a +2 circumstance bonus on REF saves made to avoid

area of effect attacks and hazards.

Equipment Slots: One

Purchase DC: 42

Restriction: Military (+3)

Nano-Repair Unit (PL 8)

State-of-the-art nanites swarm over the surface of the armor at the first indication of damage. The armor automatically heals 5 points of damage per round. The nano-repair unit ceases to function if the armor loses all its hit points.

Equipment Slots: one

Purchase DC: 43

Restriction: Restricted (+2).

Point Defense Laser Grid (PL 7)

The armor is equipped with a series of powerful, ultra-short range lasers designed to vaporize incoming projectiles. The armor gains Damage Resistance 10/- against conventional physical projectiles (such as bullets and arrows).

Though larger weapons, such as missiles, are too large to frag completely, the armor receives a +4 equipment bonus on all REF saves made to evade the effects of projectile explosives, as long as its defense grid is active. A point defense grid can function continuously for 1 minute (10 rounds) before shutting down and entering a 2 minute cooling cycle.

Equipment Slots: One

Activation: Standard action

Duration: One minute on, two minutes cooling off

Purchase DC: 28

Restriction: Military (+3)

Reflective Cladding (PL 7)

The armor is honeycombed with energy discharge circuits hidden behind a gleaming, highly reflective hull. The armor can reflect energy attacks back to their source.

If hit with any energy attack the armor is resistant to, the armor will automatically reflect the energy weapon upon its source. The armor will reflect an energy bolt up to 60 ft away from the

armor, or the first range increment of the attack, whichever distance is shorter.

If the original attack required an attack roll, it ‘attacks’ the caster/shooter at the same attack result. If the original effect is an area effect attack, it will detonate normally when it strikes the reflected target, or 60 ft away from the armor. Victims caught in the reflected explosion may save against the damage normally.

If the pilot of the reflective armor is only partially immune to the energy blast, he or she suffers any remaining damage normally.

Prerequisite: Hostile Environment Cladding (at least 1 form of energy)

Equipment Slots: None

Activation: None

Range: Personal

Target: You

Duration: Persistent

Saving Throw: Special

Purchase DC: 25 + one half the power armor’s base purchase DC

Restriction: Military (+3)

Retractable Shield (PL 6)

A retractable tactical shield is built into the armor’s gauntlets and forearm. When not in use, the shield folds for easy storage.

When deployed, the shield provides a shield bonus to defense but the pilot cannot hold a weapon in that hand. Deploying or retracting the shield is a move equivalent action. The shield’s bonus determines the component’s price.

Equipment Slots: One

Activation: Move-equivalent

Purchase DC:

+2 bonus DC 15

+4 bonus DC 18

+6 bonus DC 22

Restriction: Restricted (+2)

Self Repair System I (PL 7)

The armor is equipped with redundant systems, which allow its onboard computers to find,

diagnose and repair system faults. The armor automatically recovers 5 points of damage per hour, during which time the armor cannot move or attack.

Equipment Slots: One

Purchase DC: 30

Restriction: None.

Self Repair System II (PL 7)

The armor’s self repair systems are extremely fast and efficient. The armor automatically recovers 10 points of damage per hour of non-use or 5 points of damage per hour of use.

Equipment Slots: One

Purchase DC: 40

Restriction: None

Thought Shield (PL 7)

The armor is equipped with anti-psionic baffles and neural cutouts. It projects counter frequencies in real time, directly into the pilot’s brain, allowing the pilot an inhuman, robotic resistance to mind probes and psi effects.

While wearing the armor, the pilot becomes immune to all mind influencing and fear effects. In addition, the pilot becomes incredibly strong willed and mentally resilient, and is more difficult to sway with social skills. The pilot’s mental toughness increases the DC of any CHA based skill check made against the pilot by +4.

Equipment Slots: One

Purchase DC: 18

Restriction: Restricted (+2)

POWER ARMOR COMPONENTS: WEAPONS

AA-25 Downpour Chaingun (PL 6)

The Downpour is an ultra-rapid fire minigun which fires depleted uranium slugs. Originally designed by the United States army, the AA-25 is a designated 'anti-armor' weapon, found on a wide variety of combat armor, light mecha and tank-buster aircraft. It is a dependable and relatively lightweight weapon, capable of unleashing a withering barrage.

The Downpour inflicts 6d6 points of ballistic damage on a successful hit. The standard unit includes storage space for up to 4 50-round ammo drums, which are ejected and reloaded automatically as one drum empties.

Each additional equipment slot devoted to ammo storage allows the pilot to carry up to 6 additional 50 round ammo drums. Each additional ammo drum has a Purchase DC of 12 (Military +3).

Equipment Slots: One for rifle and 200 rounds of ammunition

Activation: Standard Action

Range Increment: 50 ft

Critical: 19-20/x2 ROF: Semi/Full

Purchase DC: 28

Restriction: Military (+3)

AP-121 Liberty Fusion Cannon (PL 7)

The Liberty Fusion cannon is a massive, arm or shoulder mounted cannon which draws its lethal power directly from the armor's nuclear power source. Designed as an anti-troop weapon, the deadly energy cannon can mow down an entire platoon of unarmored or lightly armored targets in a single blast.

The fusion cannon fires a roughly spherical blast of nuclear energy which inflicts 8d8 points of fire damage. The blast explodes like a grenade with a 30 ft blast radius. Those caught within the blast can attempt a DC 18 REF save for half damage.



The blast unleashes a short-lived but lethal burst of radiation, and those caught within the blast are considered to be exposed to a Highly Irradiated area for 1 round, as per the rules for radiation exposure found in chapter four of the *D20 Future campaign setting*.

Equipment Slots: One

Activation: Standard Action

Range: 200 ft ROF: Single shot

Target: All creatures and objects within 30 ft blast radius

Saving Throw: DC 18 FORT Save half

Purchase DC: 28

Restriction: Military (+3)

Combat Claws (PL 5)

The suit is equipped with razor sharp composite-steel talons which the pilot can retract or extend at will, as a free action. These weapons inflict slashing or piercing damage based upon the armor's size. The claws are considered to be a weapon one size category smaller than the suit.

Large or smaller: 2d6
Huge: 2d8
Gargantuan: 4d6
Colossal: 4d8

Masterwork combat claws provide a +1 masterwork bonus on attack and damage rolls. These finely weighted, well balanced high-tech talons are expensive weapons and are typically hand forged by master craftsmen.

Design Note

Remember that Combat Claws can also be described as bayonets, chainsaws, surgical or industrial saws and similar devices rather than Wolverine-like melee weapons if you prefer.

Equipment Slots: None
Activation: Standard action
Range: Touch
Purchase DC: 15 normal quality or 17 for masterwork quality
Restriction: Restricted (+2)

Combat Claw Enhancements

Non-powered Combat Claws can be enhanced with various high-tech devices. These enhancements are priced as Purchase DC modifiers for the combat claws they 'upgrade'. Only masterwork quality combat claws (Base Purchase DC 17) can be upgraded.

Bio-war Agent (PL 7): The armor's talons are designed to safely deliver a deadly chemical payload. The designer chooses either any disease (described on page 215 of the D20 Modern core rulebook), any contact or injury poison. In addition to suffering physical damage from the claws, the victim risks contracting the disease or being poisoned.

The designer can also create deadly, (but well shielded) radioactive blades, which expose the victim to a Severely Irradiated area for one round with each successful blow. (D20 Future campaign setting, page 81).

Component Purchase DC Modifier: +6

Energy Channel (PL 6): The talons are wired to project a specific form of energy, with almost microscopic discharge systems built into the blades on a molecular level. When this enchantment is chosen, the designer chooses a specific energy type: Fire, Cold, Electrical or Sonic.

A successful strike with the blades inflicts an additional +1d6 points of energy damage with each hit. This enhancement can be chosen up to four times, inflicting up to +4d6 points of energy damage with each hit.

Component Purchase DC Modifier: +3 per each 1d6 points of energy damage.

High Freq Blade (PL 7): The durable steel talons vibrate at several thousand revolutions per second. The blade vibrates so quickly it can 'phase' through conventional armor. These blades ignore natural armor and equipment bonus to Defense.

Component Purchase DC Modifier: +10

Monomolecular (PL 6): Monomolecular blades are far sharper than conventional counterparts.

Monomolecular blades increase the damage inflicted by the combat claws by a single die, the type of which is determined by the armor's size. A blade can receive this enhancement up to four times, dramatically increasing its cutting power.

Component Purchase DC Modifier: +5 per each additional damage die

Combat Coordinator (PL 7)

The armor is designed to make the pilot a more effective soldier and hand to hand combatant. Articulators within the suit's endoskeleton work in conjunction with the power armor's Suit Sentience. The highly advanced combat AI makes the pilot more coordinated, and includes complete data files on most martial arts techniques and military tactics. The suit acts semi-autonomously, transforming the pilot into a far more effective warrior.

While wearing the suit, the pilot receives a +1 to +5 enhancement of his or her base attack bonus. This BAB increase may improve the pilot's attacks per round, and affect how feats such as Power Attack work. Effectively, the pilot adds the suits BAB to their own, making them a much more effective fighter. No calculations based on BAB (such as a monster's base saves or HD) are increased by the Combat Coordinator.

Equipment Slots: Two

Purchase DC: BAB +1 28 ; BAB +2 32 ;

BAB +3 36 ; BAB +4 40 ; BAB +5 44

Restriction: Military (+3)

Eelshock Discharge System (PL 6)

The surface of the armor's hull is woven with visible circuit patterns, which conduct electricity through the armor's hide. The power armor can deliver a lethal shocking punch, or channel its armor through its armor to lethally fry a close-in attacker.

The discharge system adds +3d6 points of electrical damage to all melee attacks made with the armor. If the pilot is grappling a target while the discharge system is active, the victim suffers 6d6 points of electrical damage per round of contact. If activated underwater, this system affects all creatures within a 30 ft radius of the armor. Activating or deactivating the eelshock system requires a standard action.

Equipment Slots: One

Activation: Standard Action

Range: Touch or 30 ft radius underwater

Target: Creature touched or all creatures within 30 ft radius when underwater

Purchase DC: 22

Restriction: Military (+3)

Firefog Dispenser (PL 7)

Firefog is a highly flammable chemical spray that fills the air around the Power Armor and makes movement hazardous. The short-lived firefog cloud bonds with air molecules, and is so unstable that the friction created by normal movement can ignite it, turning the air around the Power Armor into a lethal firestorm.

Anyone moving faster than 10 ft per round within the area of a Firefog cloud will ignite the chemical. All targets within the cloud's radius take 6d6 points of fire damage. The explosion can set combustibles on fire.

Victims caught within the cloud can attempt a DC 18 REF Save to halve the damage. Typically the Power Armor is specially insulated to avoid damage from its own cloud, making this weapon ideal for laying ambushes

Equipment Slots: One

Activation: Free action to deploy a cloud

Range: 30 ft radius, centered on the Power Armor

Target: All creatures and objects in range

Duration: A cloud can lie dormant for up to 1 minute before dissipating harmlessly; effects are instant when triggered.

Saving Throw: REF DC 18 Half Effect

Purchase DC: 22

Restriction: Military (+3)

FL-5 "Aurora" Assault Laser Rifle (PL 6)

This low-slung assault rifle is compact and quiet, ideal for infantry use. The weapon's blue-green laser beam is ideal for dusty or humid conditions.

The Aurora assault laser rifle inflicts 3d6 points of force damage on a successful hit and draws on the suit's internal power supply.

Equipment Slots: One

Activation: Attack Action

Range Increment: 200 ft

Critical: 20/x2 ROF: Semi

Purchase DC: 22

Restriction: Military (+3)

Flachette Rifle (PL 6)

The long barreled flachette rifle uses magnetic acceleration to launch metal shards, the size of pencil shavings, into a target at Mach 3. Because a single flachette 'shot' uses a load of ammunition only about the size of a quarter, a flachette rifleman can carry hundreds of shots in the same space taken up by a few clips of conventional ammo.

A flachette rifle inflicts 4d6 points of ballistic damage on a successful attack, and the armor piercing rounds reduce the target's Hardness or non-magical Damage Reduction (if any) by one quarter.

Equipment Slots: One for rifle and

100 rounds of ammunition

Activation: Attack Action

Range Increment: 150 ft

Critical: 20/x3 ROF: Single shot

Purchase DC: 22 (Purchase DC 10 for each additional 100 round ammo clip)

Restriction: Military (+3)

Flame Thrower (PL 5)

Used primarily against soft, unarmored targets, a flame-thrower sprays a 30-foot cone of burning liquid fuel. Anyone caught within the cone must succeed at a Reflex save (DC 14) or take 4d6 points of fire damage.

The flame-thrower carries enough fuel for 20 attacks; refueling the tank has a purchase DC of 12. The napalm fuel tank has Hardness 5 and 20 HP. If the tank is breached, the flame thrower detonates inflicting maximum damage centered on the pilot.

Equipment Slots: One

Activation: Attack action.

Area: 30-foot cone.

Saving Throw: Reflex half (DC 14)

Purchase DC: 22

Restriction: Military (+3)

Gamma Neutron Stream (PL 7)

The Gamma Neutron stream is a powerful, hand held energy weapon that uses deadly bursts of high energy radiation to kill opponents behind cover. Both gamma waves and neutron particles pass through solid matter. Since the GN stream does no damage to non-living matter, this weapon is ideal for air marshals, guards aboard military submarines, the



crew of starships, and those who want to capture equipment undamaged for salvage

In game terms, the G.N. Stream ignores the effects of cover, and completely ignores a target's Defense. If the G.N. Stream strikes a target, he or she must make a FORT save DC 18 or suffer 1D6 points of Constitution temporary drain from radiation poisoning.

Equipment Slots: One for projector and enough radioactive material for 10 shots

Activation: Standard Action
Range Increment: 30 ft ROF Single Shot
Saving Throw: FORT DC 18 negates
Purchase DC: 26 (Purchase DC 18 for each radioactive ammo clip)
Restriction: Military (+3)

Holt Model Combat Spheres (PL 7)

Using advanced magnetic field generators, a suit of armor equipped with this deadly, anti-personal weapon can fire several golf ball sized metal spheres, which the pilot can steer with magnetics. Fast and responsive, these combat spheres are deadly, exceedingly precise weapons- perfect for low intensity urban warfare.

A Holt launcher fires 3-4 small spheres which can be used in two ways.

The spheres can be fired in dumb mode, as simple ballistic weapons. If they strike the target, they do 4d8 points of ballistic damage, and return instantly to the pilot once their deadly mission is accomplished, ready to be caught in a mag-field and thrown at a new target.

The spheres can be fired as guided weapons. When fired as a guided weapon, they require the operator to concentrate on maintaining targeting. If the pilot's concentration is broken, the spheres return to their orbit around the armor. While fired in guided mode, the pilot can steer them directly towards a target. In guided mode, Holt Spheres add the pilot's INT modifier as a bonus on the attack roll, and can steer around partial cover. They ignore anything less than total cover when attacking a target.

Equipment Slots: One to accommodate launcher and EM field generator

Activation: Standard Action or concentration
Range Increment: 50 ft
Critical: 19-20/x2 ROF: Semi
Purchase DC: 34
Restriction: Military (+3)

Nitrogen Mister(PL 7)

A Nitrogen Mister uses a supercold liquid oxygen and nitrogen mist as a 'cold flamethrower'. The nitrogen mist can destroy tissue as effectively as napalm, but is less hazardous for the operator and does less damage to the surrounding environment, both important considerations in urban combat.

The Nitrogen Mister sprays a 30 ft cone of freezing mist. Anyone caught within the cone must succeed at a DC 15 REF save or suffer 4d8 points of cold damage. The mist-throwers tank carries enough mixture for 20 shots; refueling the tank has a Purchase DC of 10.

Equipment Slots: One

Activation: Standard Action

Range: 30 ft cone emanating from the armor

Target: All targets within range

Saving Throw: REF Save DC 15 negates

Purchase DC: 20

Restriction: Military (+3)

Jetblade (PL 6)

Jetblades come in a variety of designs, with most resembling heavy bladed pikes, long handled axes or other fearsome weapons. The weapons blade is a heavy slab of orbital steel, typically too heavy to be lifted by an unarmored pilot! The massive blade is fitted with micro-thrusters in the head and top portion of the shaft, which fire in sequence at the apex of the pilot's blow, vastly increasing the blade's destructive power.

The jet blade is a two handed exotic weapon. It deal slashing damage based upon the size of the armor. The pilot can wield the armor effectively without requiring a special feat while wearing a suit of armor programmed for jet-blade combat. An exotic weapon proficiency feat is required to use the jet blade when unarmored.

Large or smaller: 4d6 (10 ft reach)

Huge: 4d8 (15 ft reach)

Critical 18-20/x2

Equipment Slots: One

Activation: Standard Action

Purchase DC: 24

Restriction: Military (+3)

M-702 Dragontooth Quill Cannon (PL 6)

The Dragontooth is an ultra-rapid fire anti-personal/assault weapon. The short barreled rifle is fully enclosed inside a sleek, almost organic shell, and its ammunition is a marvel of miniaturization. The Dragontooth is designed for fully automatic fire, and since its 'quills' are small, tack-like caltrops, it can fire off remarkable amounts of ammo.

The M-702 and its internal magazine take up one equipment slot; it holds 400 rounds of miniaturized ammunition, and each additional equipment slot used allows the pilot to carry an additional 400 rounds. Additional 400 round magazines have a purchase DC of 19.

A successful hit from the cannon inflicts 3d6 points of piercing damage, and spreads caltrops (spent but still razor sharp ammunition) in a 10 ft radius around the target.

Equipment Slots: One for rifle and 400 rounds of ammunition

Activation: Attack Action

Critical 20/x2 ROF Semi/Full

Range Increment: 20 ft

Purchase DC: 24

Restriction: Military (+3)

M-53 Firestar Rocket Launcher (PL 5)

The multi-barreled M-53 Firestar rocket launchers fire self-guided incendiary-tipped rockets at any point within range. When the rocket reaches the designated target point—which can be a point in mid-air—it explodes, dealing 6d6 points of fire damage to everything within its burst radius. A successful Reflex save (DC 17) reduces the damage by half. The system carries six rockets.

- This component can also fire M-55 Skram rockets, which inflict 6d6 points of slashing damage (REF DC 17 half).
- This component can also fire M-88 Talon rockets, which inflict 6d6 points of damage, half of which is fire half of which is slashing (REF DC 17 half).

- This component can also fire M-75 Cricket rockets, which inflict 6d6 points of sonic damage (REF DC 17 half).

Equipment Slots: One for launcher and 6 shot missile rack. One per additional 6 rocket storage.

Activation: Attack action.

Range: 200 feet.

Area: 20-foot-radius burst.

Purchase DC: 22 for rocket launcher and 6 rockets, 12 per additional 6-rocket pack.

Restriction: Military (+3).

M-73 Sandblast Particle Cannon (PL 7)

The Sandblast is an impressive, long barreled particle weapon. The weapon's main body is a sleek, perfectly square barrel over five feet long. Vents running the rear half of the weapon suck in atmospheric impurities, mixing them with the 10 lb block of earth, grit and sand stored in the chamber, and super accelerating the resulting sludge past Mach 5; the end result, a stream of ionized particles that can scrub away armor and flay flesh from bone.

The particle beam is a single shot weapon, which inflicts 8d12 points of ballistic damage on a successful hit. The pilot can reload the weapon (which is required every 40-50 shots) simply by scooping up a handful of gravel, dirt and sand and depositing it in the particle magazine, making this an extraordinarily cheap weapon to fire, and one favored by troops operating without conventional supply lines.

Equipment Slots: Two

Activation: Attack Action

Range Increment: 30 ft

Purchase DC: 30

Restriction: Military (+3)

M-9 Barrage Chaingun (PL 5)

Essentially a high-tech version of the a Vietnam-era minigun, the M-9 Barrage has multiple barrels that fire large-caliber ammunition, dealing 5d6 points of ballistic damage on a successful hit. The base unit has enough room for four 50-round ammo belts. Each additional equipment slot devoted

to ammo storage has room for six more ammo belts. Each additional ammo belt has a purchase DC of 8.

Equipment Slots: one

Activation: Attack action.

Range Increment: 60 feet.

Critical: 20/x2 ROF: Semi/Full

Purchase DC: 21.

Restriction: Restricted (+2).

Pencilbox Missile Launcher (PL 6)

The Pencilbox Missile Launcher is a product of micro-miniaturization, a much smaller version of the Sidewinder III missile launchers carried on most modern warplanes. The missiles fired from the Pencilbox are, as their name implies, roughly the size and shape of a thick pencil.

These small rockets pack a powerful punch, and are fitted with a dense explosive warhead. Since Pencilbox missiles are standardized, the launcher can be fitted with a number of different warheads, each of which has different combat capabilities, allowing for a wide variety of threat responses.

A Pencilbox warhead is fired at a target point, which can be point in mid air and than explodes, dealing damage to everything within the missile's blast radius. Those caught within the burst can attempt a DC 17 REF save for half damage.

A Pencilbox launcher can hold 4, 6, 8, or 12 missiles depending on its model, with larger payloads being comparatively more expensive. Reloads, regardless of warhead type, are sold in 4 shot 'packs'. Missile reloads are always considered Military gear and have a +3 Purchase DC modifier.

Equipment Slots: One

Activation: Standard Action

Range: 200 ft

Target: All creatures and objects within blast radius (radius varies by warhead)

Saving Throw: DC 17 FORT Save half

Purchase DC:

4 shot: DC 25

6 shot: DC 27

8 shot: DC 29

12 shot: DC 30

Restriction: Military (+3)

Warhead	Damage	Blast Radius	Purchase DC (pack of four missiles)	Notes
Anti-personal	6d6 slashing	40 ft	DC 12	-
Anti-vehicle	6d6 slashing	10 ft	DC 20	Armor piercing rounds ignore %targets hardness or non-magical damage reduction
Coldburn	10d6 cold	20 ft	DC 18	-
EMP Bolus	10d6 electrical	20 ft	DC 16	Crew of struck vehicle must succeed at DC 15 FORT save or be dazed for 1 round. Non-military computers and personal electronics shutdown and reboot.
Firestorm	10d6 fire	30 ft	DC 14	-
Gluebomb	None	40 ft	DC 12	DC 25 STR Check to break free, targets in burst area are slowed until they break free or dissolve the glue
Mercy Missile	4d6 subdual	30 ft	DC 14	Fires rubber and plastic bearings instead of conventional shrapnel to incapacitate without killing.
Optic Pulsar	6d6 fire	40 ft	DC 20	Victims in blast radius must succeed at a DC 18 FORT Save or be blinded for 1d6 rounds
Sonic Pulse	8d8 sonic	40 ft	DC 20	Victims in blast radius must succeed at a DC 18 FORT save or be deafened for 1d6 rounds

Reluctance Field (PL 6)

The Reluctance Field is a passive sonic weapon designed for riot control and for incapacitating an enemy without killing them. A suit of Power Armor equipped with this weapon gives off a constant subsonic field that distorts the signals sent to the inner ear, causing nausea, motion sickness, vomiting, and occasionally even unconsciousness.

Any one caught within the Reluctance Field's radius must make a FORT save (DC 22) or be *nauseated* for as long as they remain within the field and for 1d4 minutes after leaving the area of effect. Succeeding on the FORT save means the target is only *sickened*, and recovers fully 1 round after leaving the area.

Troops can be protected from a Reluctance Field with specially made headphones with sound baffles designed to cancel out the specific frequency of the field. These headphones have a purchase DC of 14 (Military +3).

Over the counter motion sickness medicine (Purchase DC 6) gives the target a +2 circumstance bonus on the FORT save.

Equipment Slots: One

Activation: Standard action

Range: 50 ft radius, centered on the Power Armor

Target: All living beings within range

Duration: Persistent

Saving Throw: FORT DC 22 Partial Effect
Purchase DC: 22

Restriction: Military (+3)

Smartpulse Hitter (PL 6)

The smartpulse hitter is an inelegant name for an elegant and precise weapon. Using localized gravity manipulation, an emitter in the suit's hands or forearms roughly the size of a half-dollar can project a moving wall of pure kinetic energy that travels just slightly under the speed of sound. A smartpulse can slam through plate steel with the force of a wrecking ball.



A smartpulse hitter fires a beam of force which inflicts more damage the farther it travels. If fired at a target within 50 ft, the smartpulse inflicts 2d6 points of bludgeoning damage, plus an additional +1d6 points of bludgeoning damage for every additional 50 ft it travels, to a maximum of 5d6 points of damage after a 200 ft journey.

Equipment Slots: One Activation: Standard action

Range: 200 ft max range

Purchase DC: 24

Restriction: Military (+3)

Stinger VIII Launch Rack (PL 5)

The stinger missile rack is an early anti-armor weapon. Relatively bulky and crude, this weapon is effectively an integrated version of the LAW rocket launcher. The weapon is smaller and lighter than similar weapons carried on warplanes, and is comprised of a deployable shoulder, spine or forearm mounted launcher and small but deadly Stinger VIII rocket.

Each equipment slot dedicated to this weapon allows the integration of another launch tube; most suits of power armor carry a second Stinger VIII, magnetically attached to their suit's thigh or belt. Reloading the missile tube is a standard action, which provokes attacks of opportunity.

Additional Stinger VIIIs have a Purchase DC of 11.

The Stinger VIII hits its target and explodes like a grenade, inflicting 10d6 points of damage to all creatures and objects within a 10 ft radius. (REF Save DC 18 for half damage). The warhead is a shaped charge, designed to blow through armor and fortifications. As such, the missile ignores up to 10 points of Hardness or non-magical Damage Reduction. This applies only to the target struck, not to other objects within the burst radius.

Safety sensors in the warhead prevent it from arming and detonating within 30 ft of the armor. No feat is required to use the weapon if it is integrated into the armor, as the suit's fire control software governs the missile rack.

Equipment Slots: One for launch tube and storage space for one missile
Activation: Standard action to fire or reload
Range Increment: 150 ft
Saving Throw: REF Save DC 18 half
Purchase DC: 15
Restriction: Military (+3)

Stormline Electrocannon (PL 7)

The Stormline is an updated version of the early 20th century flame thrower, which uses chemical reactions to fire a lethal stream of electricity. No

attack roll or special training is necessary to use this fearsome weapon.

It fires a 5 ft wide, 30 ft long line of ionic discharges that deals 6d6 points of electrical damage to all creatures and objects in its path. Any creature caught in the ion-stream can attempt a DC 15 REF Save for half damage. Creatures with cover gain a bonus to their REF save.

The weapon's power-pack is a relatively stable power source. It has hardness 10 and 10 hit points. If breached, the electro-active chemicals inside are designed to become inert when exposed to air. A destroyed power pack simply ceases to function. The Stormline has enough of a charge to fire 10 times before needing to be replaced or recharged. A new power cell has a purchase DC of 15.

Equipment Slots: Two
Activation: Standard action
Range: 30 ft
Target: all targets or objects within range
Saving Throw: REF DC 15 half
Purchase DC: 24
Restriction: Military (+3)

"Striking Viper" Electro-Whip (PL 7)

The Striking Viper is an electrified cable with embedded servomotors that wrap around the target. The Striking Viper deals electricity damage according to the armor's size: Medium or Small 1d10 Large 2d10 and Huge 4d10. Striking Viper whips have a 15 ft range. The pilot can also attack adjacent opponents, simply by shortening her swing.

When using the Striking Viper or any whip, you get a +2 equipment bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).

Because the electro-whip can wrap around an enemy's leg or other limb, you can make a trip attack with it by succeeding at a melee touch attack. If you are tripped during your own trip attempt, you can eject the Striking Viper electro-whip to avoid being tripped.

Equipment Slots: one

Activation: Attack action.
Range: 15 ft reach.
Purchase DC: 20
Restriction: Restricted (+2).

SUS-3316 Combat Shotgun (PL 6)

The SUS-3316 is an advanced multiple barreled shotgun. Its three short barrels are housed in a bulky, triangular housing, spaced equidistantly around an automated 'reloading corridor' running the length of the three barrels. New shells are loaded into the multiple barrels as soon as the empty shells are ejected.

The SUS-3316 carries one shell in each chamber and holds 9 additional shells in the reloading corridor. Reloads are sold in packs of 12, and have a Purchase DC of 8, making this a cheap but reliable military and law enforcement weapon.

Each barrel fired inflicts 2d8 points of damage. The pilot can choose to fire all three barrels simultaneously, without requiring any special training to do so, inflicting up to 6d8 points of ballistic damage on a single unlucky target.

Equipment Slots: One
Activation: Standard action
Range Increment: 10 ft
Purchase DC: 18
Restriction: Restricted (+2)

Technophage (PL 8)

The armor is impregnated with advanced, hostile nano-colonies and parasitic organ-analogues. The armor can upgrade itself by absorbing and feeding upon the technology of other suits of power armor, cyborgs and similar high tech combatants. The armor can actually cannibalize other suits with a touch, and integrate the stolen hardware with its own systems. Technophage suits are rightly feared as one of the glaaxy's best anti-powered armor weapons.

While the pilot has another suit of power armor (or cyborg, robot or other high tech combatant) pinned in a grapple, the pilot can steal one or more of the opponents onboard systems. The grappled armor permanently loses the system, and

suffers 4d6 points of damage as their suit systems are violently dissected.

The Technophage armor cannot steal a system it already possesses, meaning that it typically cannot steal an opponent's life support systems, or other extremely common devices. The Technophage's armor gains the stolen technology, and can use the system normally for 1d4+1 hours, as their vampire-like armor 'digests' the stolen technology.

The technophage armor can normally only steal systems which take up one equipment slot. The Technophage's 'flexible' equipment slot transforms to accommodate the stolen equipment. The Technophage can steal more complex systems by designating additional equipment slots as 'flexible.'; two flexible equipment slots means the pilot can steal technology using two equipment slots, and so on.

Prerequisites: Bio-organic template ;
Shape-memory multi-tool

Equipment Slots: Two or more (one to accommodate nanotech node, other slot(s) is 'flexible' and transforms to accommodate the stolen system.

Activation: Standard action

Range: Touch

Duration: 1d4+1 hours

Saving Throw: None (or DC 10 + ¼ WILL Save when facing sentient machine adversaries, such as cyborgs or advanced androids) Purchase DC: 45

Restriction: Military (+3)

Tsunami-550 Plasma Pulsar (PL 7)

The flattened, widebarreled Tsunami-550 plasma pulsar has two aperture settings: focused beam and wide-angle beam.

The pilot can switch between settings as a move action. The focused beam setting deals 12d6 points of fire damage with a successful ranged attack, and it has a critical threat range of 20.

On the wide-angle setting, the weapon automatically hits everything within a 60-foot cone for 12d6 points of fire damage, but those in the area

can make a Reflex save (DC 19) to reduce the damage by half. Critical hits aren't possible on the wide-angle setting.

Equipment Slots: Two

Activation: Attack action.

Range Increment/Range: 150 feet (focused beam), or 60 feet (wide-angle).

Target/Area: Single target within 1,500 feet, or 60-foot cone.

Critical 20/x2 or none ROF: Single

Saving Throw: None or Reflex half (DC 19; see text)

Purchase DC: 25

Restriction: Military (+3).

ULR Railgun (PL 7)

The ULR Railgun uses super conducting magnetic rings running the length of a collapsible three meter barrel to fire an iron and gold jacketed slug at more than 5 times the speed of sound. The long barreled weapon retracts into itself when not in use.

The ULR railgun inflicts massive damage, inflicting 10d8 points of ballistic damage on a successful hit and has extraordinary range. The ULR railgun's internal magazine holds 10 slugs; each 10 round magazine has a Purchase DC of 10.

Equipment Slots: Two

Activation: Standard action

Range Increment: 500 ft

Critical 20/x4 ROF: Single

Purchase DC: 35

Restriction: Military (+3)

Unlimited Length Laser (PL 8)

The ultimate evolution in laser beams, this highly coherent beam of focused light has continental, even planetary range. Atmospheric conditions do not hinder the beam or cause it to diffuse. The yellow-green laser beam is limited more by the curvature of the planet than by range penalties.

An unlimited length laser has unlimited range, and has no range increment. The pilot suffers a -1 penalty per mile of distance between the laser and its target due to loss of visual definition, not because the

laser loses power.

An unlimited length laser inflicts 5d6 points of force damage on a successful hit.

Equipment Slots: Two

Activation: Standard action

Range Increment: unlimited

Critical 20/x4 ROF: Single

Purchase DC: 42

Restriction: Military (+3)

Visor Laser (PL 6)

The suit's helmet is equipped with a powerful, short range laser, which fires at any target within the pilot's line of sight. The visor laser is a relatively low power, short range weapon, which is often used as a last line of defense or a surprise 'hold out' weapon rather than a main gun.

A visor laser automatically strikes any visible target within 20 ft of the armor, and inflicts 2d6 points of fire damage. You may install this component up to 4 times, each time increasing the damage by +1d6 to a maximum of 5d6 points of fire damage with four installations.

Equipment Slots: One. Additional installations do not require slots.

Activation: Attack Action

Range: 20 ft

Purchase DC: 22

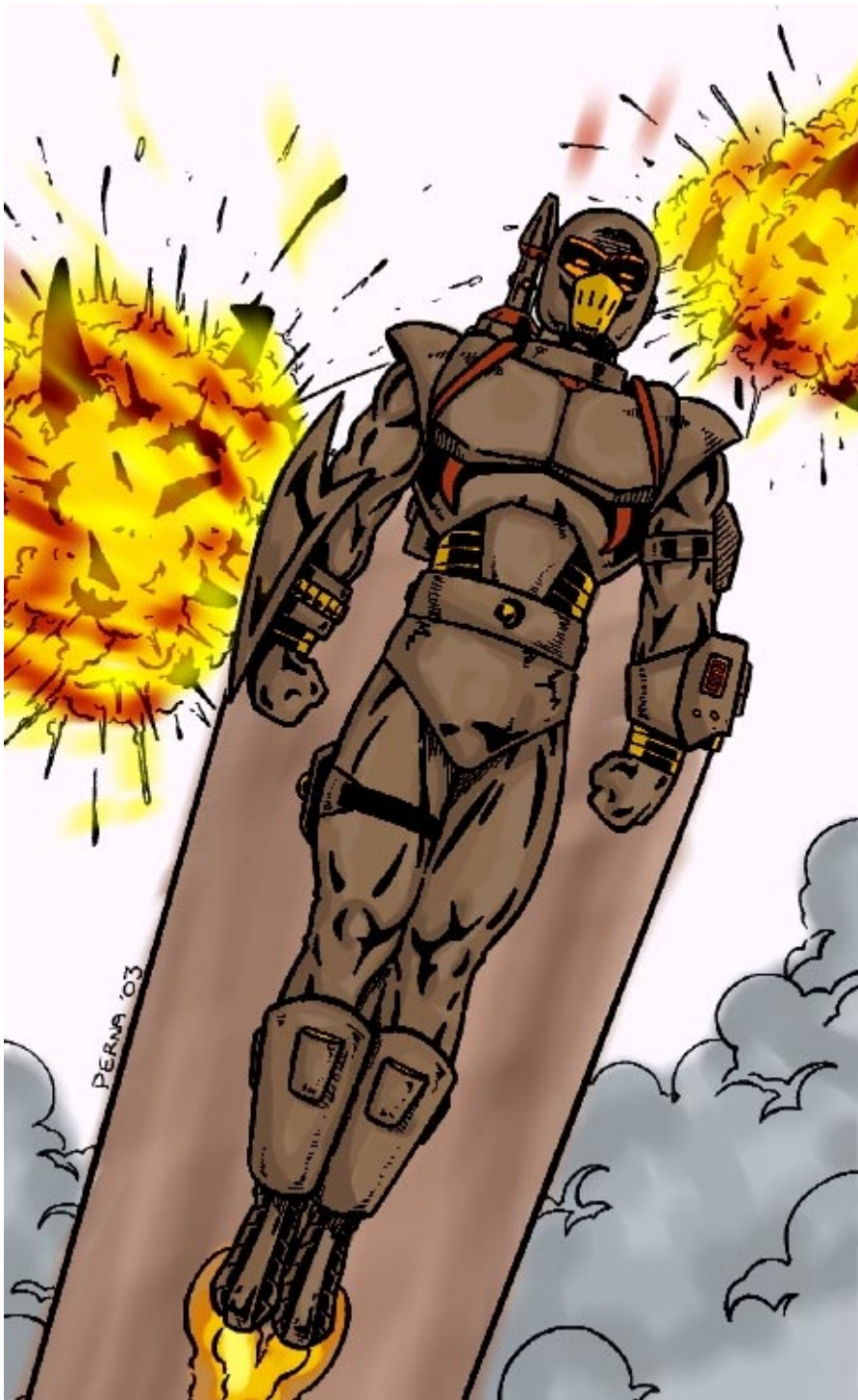
Restriction: Military (+3)

Weapon Mounting Bracket (PL 6)

You may mount any handheld ranged or melee weapon to the armor. Choose and purchase any weapon. The armor may use it normally, and cannot be disarmed, though the weapon can be sundered. The suit's software provides the pilot proficiency with any mounted weapon.

Equipment Slots: One

Purchase DC: Increase components base purchase DC by +2



STEP FOUR: DETERMINE COST AND MAKE FINAL MODIFICATIONS

The last step to designing a suit of Powered Armor is simple math. Add the cost of the Power Armor's Role to the cost of the Basic Chassis to determine the final Purchase DC. If you think the armor is too expensive, you may add one or more disadvantages to the armor to lower the price.... at the cost of performance. Alternatively, you may add templates that change how the armor functions. Alter the final purchase DC by the disadvantage's or template's modifier.

Badly Outdated (Disadvantage)

The power armor is an older model that has not aged well; its weaknesses are well documented, and most enemy pilots have extensively studied the suit's capabilities.

Any character hailing from a higher PL than the Badly Outdated power armor from receives a +4 circumstance bonus on any checks made to detect the power armor's presence, a +4 circumstance bonus on Knowledge: tactics checks made concerning the outdated armor and a +1 circumstance bonus on ranged attack rolls made against the armor.

Base Purchase DC Modifier: -1

Bio-Organic (PL 6) (Template)

Rather than simply being an advanced war machine, the Power Armor is an artificially constructed life form, with an artificially maintained metabolism. Bio-organic power armor tends to be faster and more responsive than 'hard-tech armor', and most pilots enjoy the fact that their armor now has survival instincts, no matter how rudimentary.

The most important advantage of a Bio-Organic armor is the fact that the suit can slowly regenerate damage over time, and the suit requires little routine maintenance. Most routine repairs are carried out automatically as the suit rests between missions.

Bio-organic power armor automatically heals itself at a rate of 1 HP per hour when damaged. The armor can be healed through magical or psionic means, as well as being Repaired like any other machine.

Base Purchase DC Modifier: +2

Complex Launch (Disadvantage)

The power armor requires nearly an hour of preflight checks, maintenance, loading and fueling before it is ready for combat duty.

Under normal circumstances, it takes an hour to prepare the armor for launch. In an emergency, the pilot and ground crew (if any) can attempt a DC 20 Pilot check to rush the preflight. If the check is successful, the armor is ready for use in 30 minutes, minus one minute per every three points the pilot beats the check DC by.

Base Purchase DC: -2

Crystalline Matrix Plating (Disadvantage)

The armor's hull is a silicon based polymer, which while strong and durable under most circumstances, has distinct design flaws. The armor cannot withstand blunt force trauma or sonics, both of which misalign the armor's crystalline matrix and lead to stress fractures.

The armor suffers double damage from all Bludgeoning attacks and from sonic or force weapons. The armor's Hardness does not apply against Bludgeoning attacks.

Base Purchase DC Modifier -4

Decoed (Template)

Just like any other high end vehicle, a suit of Power Armor can be customized, chromed and fitted with all sorts of gadgets. Add an impressive sound system, intricate airbrushing, and some decorative lighting, the Power Armor can look as good as it flies. Pilots wearing a Decoed suit receive

a +2 bonus to any Bluff or Perform checks made while wearing the suit, including Bluff checks to feint in combat.

Base Purchase DC: +2

Digital Snap Storage (PL 8)

The armor is comprehensively scanned, digitized and the exact position of its every component atom mapped. This allows the armor to be digitized, stored in definitely as an energy pattern.

A digitally mapped suit of armor can be stored as data, and activated with a spoken command. In its inert state, a Digital Snap suit of armor is stored in an innocuous projection array, typically built into a specially designed watch or PDA. The armor's storage unit has Hardness 5 and 10 hit points; if the projector is destroyed, the armor stored digitally within is also destroyed.

A suit of armor stored digitally can be donned or removed as a free action, by speaking a command word. The armor materializes around the wearer, replacing his or her civilian clothes, which in turn are held in quantum stasis.

Purchase DC Modifier: +8

Engineered Stealth (Template)

The armor is designed for low visibility, low emission stealth. Its superstructure is painted a matte black and grey, and its surfaces have been rounded and smoothed to avoid radar returns. The armor's heat emissions and electromagnetic signature are masked. The armor's superstructure is mostly plastic and composite, making it difficult to detect magnetically.

The power armor cannot be detected by infrared, magnetic resonance imaging, sonar or radar. It receives a +6 equipment bonus on Hide and Move Silently checks, and may move at full speed when Hiding, without incurring a penalty.

Base Purchase DC Modifier +2

Garage Built (Disadvantage)

Garage Built Power Armor was constructed by a technologically adept hobbyist; while the suit's inventor is obviously skilled, he or she probably didn't have the best resources available for building the armor. As a result, though the power suit may resemble a conventional model of power armor, its systems are very different, and possibly inferior. On the other hand, the suit may have unexpected capabilities and hidden surprises that can catch conventional power armors off guard.

Unreliability: Any time the pilot rolls a natural 1 on any save, or check made while wearing this suit of power armor, one of its equipment slots (gamemaster's choice) ceases to work. Making a DC 15 +1d4 Repair Check can repair the damaged equipment slot.

Base Purchase DC Modifier: -6

Glitchy (Disadvantage)

The power armor never seems to work properly, and is prone to constant and irritating system failures.

The pilot suffers a -1d4 penalty (rolled daily) on Initiative checks made while piloting the armor, as well as a -1d4 penalty on all Repair and Craft checks made to repair or upgrade the armor.

Base Purchase DC Modifier -4

Hazardous Fuel (PL 7 or lower only) (Disadvantage)

The power armor requires a dangerous and expensive power source, which must be replaced every 24 hours of runtime.

Refueling the power armor requires at least an hour of work, and a DC 10 Repair check. The power armor's fuel has a Purchase DC of 22 (restricted +2), and the armor's exhaust or waste products themselves might be dangerous, toxic, explosive or highly radioactive.... Or a combination of all those.

Base Purchase DC Modifier: -3.

Liquid Armor (PL 8) (Template)

In its inactive state, the armor is a viscous, nano-impregnated liquid metal. The armor can be stored in a container the size of a soda can, and can be poured over the pilot like oil. Donning a suit of liquid armor is a full round action which provokes attacks of opportunity.

The armor instantly hardens when activated by a recognized voice or telepathic command, instantly absorbing pollution and stray air molecules and transmuting them into additional mass. When the pilot enters a specific coded command sequence, the armor returns to its inactive state, washing off the pilot's body and returning to its storage container. When inactive, the armor only weighs 5 to 10 lbs, though is easily recognizable as a high-tech weapon by most future police and military officers.

Base Purchase DC Modifier: +2

Multipled Chassis (PL 6) (Template)

A suit of Power Armor can be designed with a non-humanoid lower body for greater strength, speed and stability. The pilot's legs are folded beneath his or her body, and advanced motive-AI subsystems in the suit's torso and abdomen coordinate the power armor's movement. Depending on the armor's design, the final result might resemble a mechanical centaur, or the armor might maneuver on 6-8 insectoid legs projecting from a bulbous thorax.

The power armor's base land speed is improved by +20 ft. The armor is incredibly stable, receiving a +4 equipment bonus on checks made to resist being bull rushed or tripped. The power armor's carrying limits are double those of a comparably sized creature with the same (enhanced) STR score.

Drawback: A multipled armor moves at half speed when navigating stairs or obstructions. The bulky suit's Armor Penalty increases by -3, or it gains an -3 Armor Penalty.

Special Restriction: A Skin Suit cannot receive this template.

Base Purchase DC Modifier: +5

Neural Feedback (PL 6) (Disadvantage)

The nerve link cyber-circuitry woven through out the armor links pilot and machine, allowing for fine, instinctive control. Unfortunately, the nerve-link is so sensitive that when the suit is damaged, the pilot feels pain.

Any time the power armor is hit with an attack inflicting at least 25 points of damage, regardless of whether that attack penetrates the armor's Hardness, the pilot must succeed at a DC 14 WILL Save, or be *shaken* for 1d6 rounds. A pilot who is already *shaken* becomes *stunned* instead.

Base Purchase DC Modifier:-2

Parasitic (PL 6) (Disadvantage)

The suit's pilot is put at risk by the physical and mental demands the power armor puts on her. A parasitic armor feeds upon its pilot, using some form of humanoid biological matter or energy to sustain itself. The pilot is weakened, and possibly seriously ill after spending extended periods of time within the armor.

Each day (or portion of a day) spent within the armor, the pilot suffers one of the following ill effects. The suits designer chooses the effect when the armor is designed, and cannot there after be changed.

- Pilot suffers 1d4+1 points of temporary STR, DEX or CON damage.
- Pilot suffers 1d8+1 points of temporary INT, WIS or CHA damage.
- Pilot suffers d4 points of HP damage per every two character levels or HD. HP damage caused by a parasitic suit of armor is not subject to regeneration or fast healing, and must be healed normally or by magical healing.

Special: This disadvantage may be chosen multiple times, creating a lethally flawed suit of power armor.

Base Purchase DC Modifier: -8

Psi-Responsive Shielding (PL 7) (Template)

Neuro-taps built into the armor's inner lining channel psionic energy throughout a web of intricate circuitry built into the armor. By responding to subconscious desires and instinctive muscle movements, the Psi-Responsive armor uses the stored psychokinetic energy to reinforce specific parts of the armor as needed, responding to assaults faster than even enhanced humans can.

Psi-Responsive Shielding improves the armor's protective capability and makes the armor far more comfortable to use, a high tech second skin for a psychic warrior.

Only a creature with the Psionic subtype can activate the integrated neurotaps and power the psi-responsive systems; a non-psi wearing armor enhanced with this gadget does not receive the enhancement's benefit.

Armor enhanced by Psi-Responsive shielding provides the wearer with an additional Deflection bonus, the amount of which determines the Purchase DC modifier. Psi-Responsive shielding makes armor more comfortable to wear, easier to move in, and reduces the armor check penalty by -1, regardless of how much protection the armor offers.

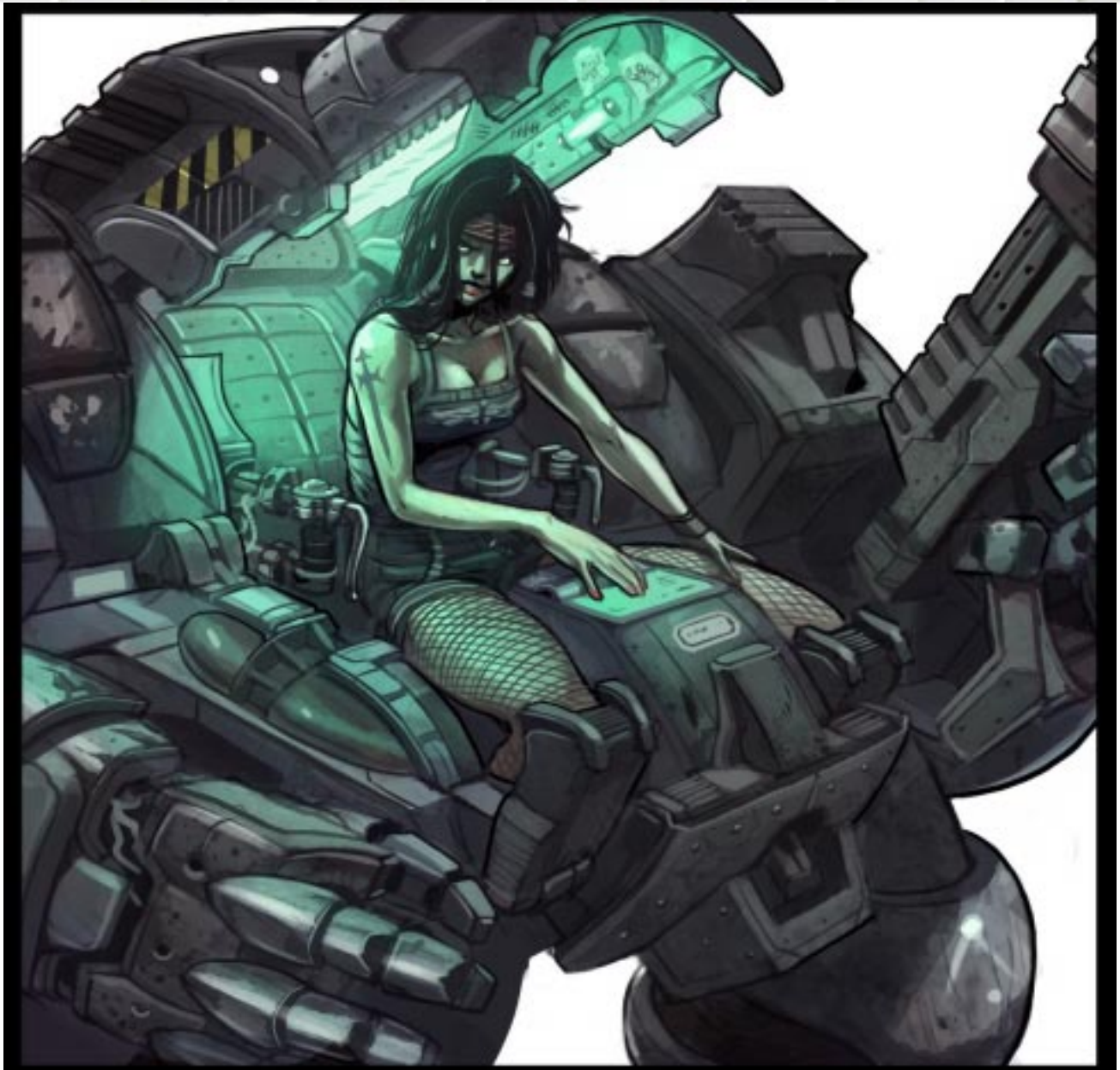
Purchase DC Modifier:

- +1 Deflection bonus +3 DC
- +2 Deflection bonus +5 DC
- +3 Deflection bonus +7 DC

Psi-Tap Variable Enhancement Suit (PL 7) (Template)

Similar to the Psi-Responsive Shielding enhancement, this device is commonly built into both powered and non-powered body armor. Psionic energy collection nodes draw on the wearer's neural energy, which is then fed back into artificial muscle fibers woven through the armor. Stimulated by raw psionic energy, these psuedo-muscles respond instantly, rapidly increasing the wearer's strength, speed and agility.

Only a creature with the Psionic subtype with Psionic or Psionic Precursor feats can activate



the integrated neurotaps and power the psi-responsive systems; a non-psi wearing armor enhanced with this gadget does not receive the enhancement's benefit.

Only a creature with the Psionic subtype can activate the integrated neurotaps and power the psi-responsive systems; a non-psi wearing armor enhanced with this gadget does not receive the enhancement's benefit. The wearer may choose from several benefits when using this device; changing the enhancement suit's configuration to receive different bonuses is a full round action.

The Psi-Tap VES can manifest one of the following enhancements for each Psionic or Psionic Precursor feat the wearer possesses, making these suits far more useful in the hands of a highly trained psychic with a disciplined mind. There is no limit, other than this, to the amount of benefits the wearer can manifest simultaneously. If the wearer desires, he or she can manifest the same enhancement more than once, in which case the effects stack with themselves (a psion with 2 Psionic feats manifesting a +2 insight bonus to STR for example).

The Psi-Tap VES can be programmed to manifest any of the following benefits, which remain active so long as the wearer remains conscious and within the armor.

- Ability Score Increase: A +1 insight bonus to STR, DEX or CON
- Base Landspeed Increase: +5 ft to base land speed
- Damage Resistance: gains DR 1/-, which stacks with DR from class levels and feats
- Energy Resistance: Gain Energy Resistance 3 against a chosen form of energy
- Immunity to critical hits and subdual damage while armored.

Purchase DC Modifier: +10 DC

Psycho-Addictive (Disadvantage)

The neural circuitry which links pilot and machine is poorly tuned, resulting in paranoia, addictive behavior and obsession; many early power armor pilots suffered crippling mental breakdowns after a few months piloting their prototype war suits.

Operating the suit is intensely pleasurable and emotionally satisfying. The pilot must succeed at a DC 12 WILL save anytime he is compelled to leave the suit for anything other than the most obvious and necessary reasons (if his life is in obvious danger by remaining suited up). If the pilot fails the save, he will delay leaving the suit as long as possible, and will be *shaken* for 1d4 hours after leaving the armor.

If the pilot does not spend at least four hours each day in the suit, he is grumpy, irritable and distracted, suffering a -2 penalty on attack rolls, skill checks and saving throws until he is able to suit up. The pilot can shake off the addictive effects of the armor by spending at least one month without piloting the suit.

Base Purchase DC Modifier: -3

Sexualized Power Armor (Template)

The Power Armor is designed for seduction and decoration, and though the suit's provocative design turns heads and attracts attention, the suit's combat effectiveness suffers. Sexualized Power Armor features body hugging contours, exposed skin and risqué styling.

Only a Skinsuit or Hardsuit may be Sexualized. Any character wearing a suit of Sexualized Power Armor receives a +2 equipment bonus on all sexually oriented Bluff and Diplomacy while wearing the flattering, form fitting armor.

Sexualized Armor is not normally environmentally sealed, though exceptionally high-tech societies might protect their nearly nude pilots behind durable force fields. Sexualized Power Armor may not receive the Space Skin, Pressure Adaptation or Life Support components unless it is from PL 8 or higher, and incorporates advanced force field technology.

Special Restriction: Sexualized Power Armor cannot have greater than Hardness 10, nor have greater than 150 HP.

Base Purchase DC Modifier: -3

Short Runtime (Disadvantage)

The power armor has a shorter operational life than normal, due to substandard batteries, inefficient engines, a variety of high drain weapons installed, or some other design flaw.

The armor can only function for 4 hours before shutting down and recharging. The recharge process requires at least 2 hours.

Base Purchase DC Modifier: -4

Smart Light Power Armor (PL 8+) (Template)

A suit of Smart Light Power Armor has virtually no physical mass. Instead, a Smart Light suit is powered by a series of shaped force fields, photon based components made out of "memory" light. The suit is run by powerful quantum computers with no physical components. In short, the armor is

a hologram of a hologram projector, capable of projecting it's own image indefinitely!

When a suit of Smart Light armor is inactive, it is little more than a bundle of loose photons and electrons, trailing invisibly behind the pilot. Once a Smart Light suit is activated, it acts in all ways like a normal suit of Power Armor of it's size and class. However, this suit of armor can be dismissed or reactivated by its wearer as a free action.

Smart Light suits are almost completely undetectable when in their inactive mode; attempts to detect the Smart Light require an advanced sensor suite, and require a character to make a Computer Use Check (DC 30).

A hacker can render an opponent's Smart Light active or inactive by using a full round action to make a Computer Use Check (DC 12 + the Smartlight's total Hardness). Hardness is used to calculate the difficulty of the Computer Use check because it represents the complexity of the Smart Light's programming and security features.

Smartlight power armor is especially vulnerable to Smartlances, a type of weapon designed specifically to destabilize smartlight matrixes, which is described fully in the Otherverses America campaign setting.

Most Smart Light suits have no physical components; they are made purely of information. However, a few older model Smart Lights require the pilot to carry a physical projector, roughly the size of a silver dollar.

These projectors have hardness 5, and 10 HP. Destroying them destroys the Power Armor. Note that most pilots carry their Smartlight matrix in an inside pocket, meaning it is protected by the Power Armor when in use.

Base Purchase DC Modifier: +15
(DC +12 for older model Smartlights with a projector)

Support Requirement (PL 6) (Disadvantage)

In addition to the pilot, the suit of armor requires a mission control and computer support staff to function. The pilot and suit must remain in constant, real time communication with a command/support staff of at least three to five experts. Supporting the power armor requires 1d4+1 Computer Use and Pilot checks per round. Check DCs are typically 11 + 1d4, but the game master might assign a higher DC if the pilot attempts to do something unusual with the suit, or if the suit is heavily damaged.

If the support fails a check during the round, or if contact is lost with the command center, the suit's effectiveness is badly degraded. The pilot can only take partial actions until command is reestablished, and can only make a single move or standard action per round. The pilot suffers a -4 penalty on all attack and damage rolls until command is reestablished.

Base Purchase DC Modifier: -8

Transformable (PL 7) (Template)

A suit of power armor enhanced with this template can transform into a non humanoid vehicle form at will and return to robot mode just as easily. The designer selects a vehicle form for the armor when the suit is created. The chosen vehicle form can be any form of vehicle no more than two size categories larger than the armor, and available at the same progress level.

The designer can choose any vehicle desired: an ordinary, unmarked car or light truck, a motorcycle, Humvee, star fighter, hovercraft, jet fighter even an Abrams battle tank or small yacht. The designer effectively pays for the suit's vehicle mode as an armor component of the same price, including any restrictions on the vehicle. This increases the transformable armor's base purchase price, even before the template price modifier is added.

Once the alt-mode is chosen, the power armor can switch between forms as a full round action, which provokes attacks of opportunity. The

armor reconfigures itself safely around the pilot, and he appears in the cockpit or drivers seat of the vehicle once the transformation is completed.

The transformed armor can use most onboard devices and weapons in vehicle mode, subject to commonsense limitations: for example, a robot with built in fighting claws couldn't use its mechanical talons in a non-humanoid form.

Special: If the designer is willing to pay the high R&D costs and accommodate the design restrictions associated with doing so, this template can be selected multiple times, creating 'triple changers' or even more versatile suits: armors with more than one change form.

Special Restriction: Skin Suits cannot receive this template.
Base Purchase DC Modifier: +15 Plus
Vehicle Purchase Price

PSI-WATCH VEHICLES

The following vehicles are an example of the kind of sleek, stylish transports, jumpjets and bullet bikes drawn by creators like Jim Lee and Mark Silvestri. These vehicles are in wide use by Psi-Watch and its rivals.

Bayonet Combat Hovercycle (PL 7)

The Bayonet combat hovercycle is a sleek, high maneuverability urban warfare platform with incredible firepower. The Bayonet hovercycle can best be described as a stripped down motorcycle chassis mounted atop a rapid fire, heavy bore particle cannon. The particle beam is integrated directly into the Bayonet's systems, and the hover bike's engines, power supply and maneuvering jets are interwoven with the long barreled main gun.

The Bayonet has great speed and agility, and the front-firing particle beam can vaporize virtually anything in its path. The Bayonet incorporates ultra-tech hover systems, using artificially generated

telekinetic fields in place of a pneumatic or mag-lev 'cushion', dramatically increasing the gun-bike's maneuverability.

Bayonet Combat Hovercycle
Crew: One
Passengers: Zero
Cargo Space: Zero lbs
Initiative Penalty: +0
Maneuver Penalty: +2
Top Speed: 350 (35)
Defense: 10
Hardness: 5
Hit Points: 25
Size: Medium
Purchase DC: 32
Restriction: (+3) Military

EagleHawk Suborbital Troop Transport (PL 7)

The EagleHawk suborbital troop transport is the 21st Century answer to the archaic C-130, a hulking warplane that can carry a complete squad and all their gear anywhere in the world in a matter of hours. The wedge shaped, multiple winged craft was one of the most advanced aircraft in the world when it debuted in late 1998, and it proved its utility during the hellish autumn of 2001. Constructed from shapememory polymers, the vaguely insectoid craft is capable of limited metamorphosis, and can alter its aerodynamic profile 'on the fly'.

Larger than a football field, the massive plane is surprisingly nimble, and can take off from a short runway, as well as use its magnetic levitation engines to hover in place or make VTOL hops. The EagleHawk's rear doors iris open for loading cargo, or when inserting troops by air-drop. As the EagleHawk has aged, its role within the military has expanded. Hundreds of EagleHawks are equipped with full surgical suites and are used as emergency medivac platforms.

Weapon	Damage	Crit	Range Increment	ROF	Magazine	Size
Bayonet Vehicle Mounted Particle Beam	4d6 ballistic	20/x2	30 ft	Single	Unlimited	Huge (vehicle mouned)



EagleHawk Suborbital Troop Transport

Crew: 3

Passengers: 15

Cargo Space: 45,000 lbs

Initiative Penalty: -6

Maneuver Penalty: -4

Top Speed: 2,200/220

Defense: 6

Hardness: 10

Hit Points: 60

Size: Colossal

Purchase DC: 43

Restriction: Military (+3)

Flying Rhino Heavy Troop Transport (PL 7)

The Flying Rhino is slower and less maneuverable than the EagleHawk, but much more heavily armored and equipped with a suite of anti-armor weapons. The Rhino is an unattractive, bee-like craft whose dorsal surface is studded with heavy-duty

hover thrusters and maneuvering verners. The Rhino is deployed only during the most dangerous airborne insertions, when an EagleHawk would be cut to ribbons by incoming flak.

When airborne, the Rhino is surrounded by a semi-tangible mac-tik forcefield, which helps deflect small arms fire as well as improve its otherwise abyssal aerodynamic profile. Referred to as 'the soap bubble' by Rhino pilots, this light forcefield is a lifesaver for crew and plane.

The Flying Rhino's forcefield provides it with Damage Reduction 10 against ballistic damage, which stacks with the vehicle's Hardness. This forcefield is only active when the vehicle is airborne. The Rhino is a clumsy flier, but does have full hover capabilities.

The Rhino has one final quirk, which makes ideal for spec-ops insertions. The troop bay at the rear of the aircraft, which resembles an insect's bulbous thorax, is made from a one-way polymer. Opaque from the outside, the troop bay's walls and floors are completely transparent when viewed from within. Flying in the troop bay takes

Weapon	Damage	Crit	Range Increment	ROF	Magazine
Eagle Hawk "Talon III"	4d6 ballistic	20/x2	800 ft	Full Auto	1,000 round drum

some getting used to, but its ‘transparent’ construction makes it an ideal launch point for teleporters, who have a good, clean line of sight to their target zones on the ground.

Weapon Notes: The Flying Rhino is equipped with a Gamma/Neutron stream. This fearsome weapon ignores natural and equipment bonuses to Defense as well as hardness, making it an ideal ‘tank-killer’. Those struck by the GN stream are considered to have been exposed to a highly radioactive environment for one round.

Crew: 2
 Passengers: 14
 Cargo Space: 4,500 lbs
 Initiative Penalty: -6
 Maneuver Penalty: -4
 Top Speed: 190/19
 Defense: 6
 Hardness: 15
 Hit Points: 75
 Size: Gargantuan
 Purchase DC: 42
 Restriction: Military (+3)

Phobos Suborbital Troop Transport (PL 7)

The Phobos model suborbital troop transport is the 21st and 22nd century answer to the aging C-130, a hulking warplane that can carry a complete squad and all their gear anywhere in the world in a matter of hours. The wedge shaped, multiple winged craft is based on Culture aircraft designs, and constructed using advanced composites

and shape-memory polymers recovered from crashed Culture vessels.

Larger than a football field, the massive plane is surprisingly nimble, and can take off from a short runway, as well as use its magnetic levitation engines to hover in place or make VTOL hops. The Phobos’ front canopy lifts for loading and unloading, and is fitted with a jump bay for parachute insertions.

Many Psi-Watch Phobos transports are fitted with a short range Slide system, which has a range of 150 miles, and is subject to the same limitations as the Slide systems on Bradbury station. These modified Phobos T transports circle the battlefield to extract troops, and are often used as airborne medical stations and command centers.

Phobos Suborbital Troop Transport

Crew: 3 (crew 4 for Phobos T, requires an additional Slide system operator)

Passengers: 15

Cargo Space: 45,000 lbs

Initiative Penalty: -6

Maneuver Penalty: -4

Top Speed: 2,200/220

Defense: 6

Hardness: 10

Hit Points: 60

Size: Colossal

Purchase DC: 43(Purchase DC 47 if fitted with shortrange Slide system)

Restriction: (+3) Military

Regulator Combat ATV (PL 6)

The Regulator is a heavily armored troop carrier, designed to withstand frontline combat against superhuman opponents. Resembling a massive, well armored cargo van, the Regulator is designed to carry a large number of troops or heavy cargo load, but still be nimble enough to rumble through urban streets.

Weapon	Damage	Crit	Range Increment	ROF	Magazine
Rhino III chain gun	4d6 ballistic	20/x2	800 ft	Full Auto	1,000 round drum
Rhino II GN Stream	6d6 fire	20/x3	1,000 ft	Single Shot	Effectively Unlimited
Rhino I Missile Launcher	4d6 fire/slashing	20/x3	500 ft	Single Shot	12 internal

The Regulator is equipped with firing ports, which can be opened to allow troops inside to fire out of the van, but still provide the shooters with 9/10th cover. Many Regulator combat platforms are equipped with onboard, vehicle-mounted weapons to increase firepower and survivability.

Regulator Combat ATV

Crew: 1

Passengers: 7

Cargo Space: 250 lbs

Initiative Penalty: -2

Maneuver Penalty: -2

Top Speed: 90/9

Defense: 6

Hardness: 15

Hit Points: 65

Size: Gargantuan

Purchase DC: 42

Restriction: (+3) Military

Slipstream Street Maglev (PL 6)

The Slipstream is a sleek maglev craft, designed for high speed urban pursuit and tuned for maximum performance. The Slipstream resembles a bulky, heavily armored but aerodynamic motorcycle. Unlike a conventional cycle, the Slipstream is not a wheeled vehicle; instead a row of powerful electromagnetic emitters runs the length of the underside, and maneuvering thrusters line the hoverbike's flanks. When powered down, the Slipstream rests on retractable, fold down skids.

The Slipstream is one of the most agile land vehicles ever created, capable of reaching speeds approaching that of a small airplane, but its speed and frictionless handling can make it lethally difficult for an amateur rider to operate. The Slipstream generates such an intense electromagnetic field, Slide systems will not function within 500 ft of the bike.

Slipstream Street Maglev

Crew: 1

Passengers: 0

Cargo Space: 0 lbs

Initiative Penalty: +1

Maneuver Penalty: -2

Top Speed: 410/41

Defense: 10

Hardness: 5

Hit Points: 20

Size: Large

Purchase DC: 29

Restriction: (+2) Restricted



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Psi-Watch: Unlimited Edition, Otherverse Games, 2010.

Written by Chris A. Field



Psi-Watch: Unlimited Edition

presents a slick, stylish new way of looking at psionics, not to mention modern espionage and supers gaming. The campaign setting owes a major debt to my life-long love of comics, and is inspired by my generation's comic book renaissance.

Psi-watch is designed to emulate the thrill of those early Image comics, to allow players and gamemasters alike to bring some of their sleek style and overwhelming firepower to the gaming table. Psi-Watch is designed with the player in mind, presenting an assortment of new powers, advanced classes, weapons, power armor and vehicles.... New tactics for a new kind of war game.

Psi-Watch Unlimited Edition is the same stylish modern action game you were playing already, but better. Incorporating new elements, such a greatly expanded version of the Powered Hero Basic Class introduced first in *Otherverse America*, new races, new classes, and new racial feats, the Unlimited Edition offers gamers more options. Filled with expanded world information, campaigns built using the Unlimited Edition will be deeper and more rewarding. New factions and adversaries give the setting additional depth and history. The already well-received Powered Armor construction rules in Psi-Watch get a comprehensive overhaul- the new system is quicker and easier to use without sacrificing depth and flexibility.

Quicker and easier to use is the watch word for the entire product.