



CREDITS

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"It is not the demons created by Satan that we must battle, but the demons we create within ourselves that we must defeat."

--Yearner's Bible

ALIENS

Man's greatest enemy may be himself, but horrors still lurk in the real world. The vastness of of humankind's domain is beyond comprehension of the common man and they are populated with strange and wondrous creatures. Each creature, distinctly non-terran in nature, presents both opportunity and disaster in equal measure for those brave enough to seek them out. Aliens represent the unknown horrors that nature holds in reserve to test humanity's mettle. When running a game of Necropunk, do not think of aliens as simply a "thing" to overcome. Think of what they represent. They are rare, but this simply preserves their novelty. They have become the stuff of legends, the names whispered around campfires, and the bogeyman that parents warn their children about.

ICONIC NPCs

The second section of the book presents a number of iconic NPCs. They are a crew of grave robbers who seek riches, and perhaps some deeper personal goals. Thracian, a disgraced qu'em, leads this merry band of misfits across the stars in their living ship the Magdaline Maria. He is joined by Kira Letov Buturovich, a wayward sentinel and her partner Silvia Watanabe the hacker. Rounding out their ranks is the rogue necromancer Alfred Zanatos who was expelled from the organization for crimes against humanity. Finally, Janis the Magpie is kept around because he just won't leave the group alone (despite their best efforts to get him to leave).

They can be played as a party or used as NPCs for enemies.

That being said, please enjoy the following book and may the t'jeck always flow in your favor,

-Scott Gladstein

CREATURE TYPE: ALIEN

An alien is a living, nonhuman creature that is not of earthly origin. They generally have unfamiliar anatomy and can produce a number of unexplored or not yet understood biological capacities. They have no innate capacity for language or culture.

An alien has the following features.

- d8 Hit Die. (4.5)
- Base attack bonus equal to 3/4 total Hit Dice (medium progression).
- Good Fortitude and Reflex saves.
- Skill points equal to 2 + INT modifier (minimum 1) per Hit Die.
- The following are class skills for aliens: Acrobatics, Climb, Fly, Perception, Stealth, and Swim.

TRAITS: An alien possesses the following traits (unless otherwise noted in a creature's entry).

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an alien).
- Low-light vision.
- Alignment: Always neutral.
- TREASURE: None, unless noted in their entry.
- Proficient with its natural weapons only.
- Proficient with no armor
- Bizarre Anatomy: An alien has unknown anatomy unless otherwise noted. They have a 50% chance to not be subject to critical hits. An alien hit with a precision-based attack has a 50% chance to not take additional damage resulting from such attacks.
- Aliens breathe, eat, and sleep unless noted in their entry.

ATTACK BUG SWARM

CR 2
XP 600
N Diminutive alien (swarm)
INIT +2
SENSES Low-light vision, Perception +12

DEFENSE

AC 16 [Touch: 16] [Flat-Footed: 14] (+2 Dex, +4 size)
HP 16 (3d8+3)
[FORT +4] [REF +7] [WILL +3]
IMMUNE swarm traits, weapon damage
VULNERABILITY area effects

OFFENSE

SPEED 5 ft., fly 40 ft (good)
MELEE swarm (1d6 + bacterial cloud + distraction)
SPACE 10 ft, REACH 0 ft.
SPECIAL ATTACKS distraction (DC 12), poison (DC 12)

SPECIAL ABILITIES

BACTERIAL CLOUD (EX):
Poison- injury; save FORT DC 12; frequency 1/minute for 10 minutes; effect 1d4-1 (min 1) CON; cure 1 save.

This creature is followed by a noxious aura that is rich with a symbiotic bacteria that acts as the bug's immune system. When in a swarm, it acts as a poison.

STATISTICS

STR 1 (-4), DEX 15 (+2), CON 13 (+1),
INT 2 (-4), WIS 14 (+2), CHA 1 (-4)
BASE ATK +1, CMB -, CMD -
FEATS Lightning Reflexes, Skill Focus (Perception)
SKILLS Fly +12, Perception +12
RACIAL MODIFIERS +4 Perception

ECOLOGY

ENVIRONMENT any
ORGANIZATION solitary, hive (2-3), colony (4-6)
TREASURE none

These small, aggressive insect-like critters are responsible for millions of painful bites every year across colonized space. If left untreated, multiple bites from these creatures can be lethal on their own, but they are not classified as a dangerous organism under Ewgee law. When travelling in a swarming mass looking for a new hive, these aliens become territorial and swiftly injure anything they deem wandering too close to them. If unhurt by their victim, they usually leave them, coming back later to see if their bacterial infection has provided them with a food supply. They usually pick off livestock, birds, pets, and pretty much anything else that appears edible at first glance. The rare starving horde of these malevolent hunters can stay in a near-hibernative state in even sub-zero temperatures until a suitable prey item comes within range of its senses, then assail them violently from all sides with its remaining strength. Colonists combat these creatures with unusual weapons, such as Tesla throwers or improvised flamethrowers, and they are a steady drain on the sentinel vanguard's grenade stock.



DREXLIAN PHAGE

CR 23
XP 819,200
N Colossal Ooze
INIT +12
SENSES Blind; Blindsight 240 ft, scent, Perception +38

DEFENSE

AC 40 [Touch: 10] [Flat-footed: 32] (+8 Dex, +1 dodge, +30 natural, -8 size)
HP 442 (32d8 + 288); reconstructive healing (see text)
[FORT +20] [REF +20] [WILL +18]
DEFENSIVE ABILITIES universal adaptation
IMMUNE ability score damage, ability score drain, critical hits, flanking, mind-affecting effects, negative levels, paralysis, poison, sleep, stagger, stun

OFFENSE

SPEED 60 ft., climb 60 ft., fly 120 ft. (clumsy)
MELEE bite +31 (4d6+15), 2 claws +31 (2d8 + 15), slam +31 (2d8 + 15)
SPACE 30 ft.; REACH 30 ft.
SPECIAL ATTACKS disintegrate, engulf (Reflex DC 39), smother (Reflex DC 34)
SQ compression, dissipate, no breath, scent

SPECIAL ABILITIES

DISINTEGRATE (EX): Once per round as a free action, a drexlian phage can affect one target that it hits with an attack or is engulfing with its massive deconstructive powers. The target must make a Fortitude save (DC 34) or take 40d6 points of damage. On a successful save, the target takes only 5d6 points of damage. If this damage reduces a creature or object to 0 hit points or fewer, it is entirely disintegrated, leaving only a fine trace of dust. This dust can be consumed by the drexlian phage to fuel its reconstructive healing. This ability cannot be activated on a creature or object that simply takes swarm damage from the drexlian phage. The save DC is Constitution based.

DISSIPATE (EX): A drexlian phage is a constructed form of trillions of nanomachines. When a drexlian phage is below half its hit points (200), it dissipates as a swift action. While dissipated it gains the swarm subtype, loses any benefits of its universal adaptation, and all normal attacks save its slam attack (which then deals 2d8 + 22 damage). It gains a swarm attack dealing 6d6 points of damage, takes half damage from bludgeoning, piercing, and slashing damage and 50 resistance to acid, cold, electricity, fire, and sonic damage. It may also choose to engulf any creature hit with its slam attack. Creatures treat the space the drexlian phage occupies in this form as difficult terrain.

ENGULF (EX): As the monster ability described in the Bestiary, except that attempts to escape the drexlian phage add together from separate rounds until the creature succeeds. This includes CMB and Escape Artist attempts and is against the drexlian phage's CMD. Creatures who successfully escape are deposited in a space of their choice adjacent to the drexlian phage. The save DC is Strength-based.

RECONSTRUCTIVE HEALING (EX): A drexlian phage does not heal naturally. In order to heal, a drexlian phage must consume the remains of objects or creatures reduced to dust by its disintegrate ability. It simply needs to move through the area that the disintegrated remains occupy. It then regains hit points and gains fast healing depending on the composition of the disintegrated mass. Inorganic components, such as stone or metal, heal the drexlian phage for 10 hp per 100 lbs and grant it fast healing 10 for 1 minute. The remains of creatures (such as bone) heal it for 50 hp per 100 lbs and grant it fast healing 25 for 10 minutes. Nanomachines of any kind are the most preferred "food" of the swarm and contain preprocessed components that allow it to heal itself far more quickly. One pound of nanomachines heals the drexlian phage 100 hp and grant it fast healing 50 for 1 hour.

SMOTHER (EX): As a standard action, a drexlian phage may unleash a pressurized spray of the nanomachines that make up its being. This attack is a 60 foot cone that deals 20d6 points of bludgeoning, piercing and slashing damage. This damage is not halved against objects and bypasses their hardness unless they have a psychic charge. If using dissipate, the drexlian phage may move into squares targeted by its smother ability as part of the same action. This movement provokes attacks of opportunity. The save DC is Constitution-based.

UNIVERSAL ADAPTATION (EX): The drexlian phage possesses a unique onboard algorithm that analyzes anything causing significant harm to the swarm and reshapes its outer layers to defend against it. At the start of its next turn, a drexlian phage becomes immune to any damage type or energy type that dealt damage to it in the previous round. These damage types include bludgeoning, piercing, and slashing damage, as well as the acid, cold, electricity, fire, force, and sonic energy types. It remains immune to this damage or energy type for 1 hour after being exposed to the damage or until it uses its dissipate ability. This ability does not function against untyped damage (such as from falling). A GM who uses alternative damage types should include those with the ones listed in this ability as well.

ANTI-BALLISTICS FIELD (EX): A drexlian phage has the bulletproof quality thanks to a dampening field that is generated by the swarm.

STATISTICS

STR 40 (+15), DEX 26 (+8), CON 27 (+8), INT 13 (+1), WIS 22 (+6), CHA 20 (+5)
BASE ATK +24, CMB +47, CMD 65

FEATS Combat Expertise, Combat Patrol, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Spring Attack, Stand Still, Stunning Assault, Toughness, Whirlwind Attack
SKILLS Climb +39, Perception +38, Survival +38, Swim +31

ECOLOGY

ENVIRONMENT any
ORGANIZATION solitary
TREASURE incidental

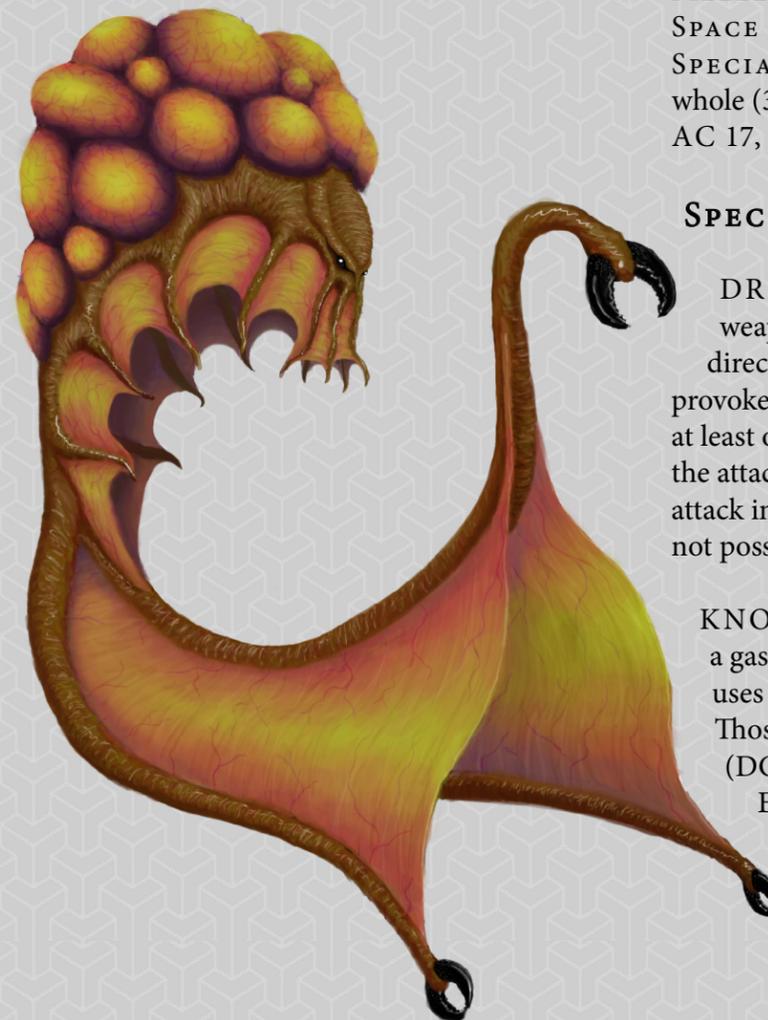
The pursuit of nanotechnology was almost abandoned thanks to the creation of the great war-engines known as the drexlian phages. Envisioned as a super weapon to end all life, engineers created a self-replicating molecular nanomachine with a animalistic hivemind. Knowing only the urge to “grow” and “survive”, they disintegrate and assimilate any and all matter they come into contact with. These intelligent wayward destructive forces could strip planets to writing masses of grey goo within weeks. Once unleashed, theres pandoran horrors can never be put back.

Typically these behemoth world-destroyers take the form of a mythological dragon. Something in their coding compels them. This is far from the only form they can take. When attacking they resemble an off-white floating liquid that manifests into whatever it needs to defeat its opponent. Naturally adaptive, their hive mind can quickly reorganize itself to anticipate any immediate danger. It is this adaptive capacity that is truly terrifying to behold.

The early phages, released on earth during the last war on earth, were eliminated with atomics when they were still small. Surviving single cells were preserved with special technology designed specifically to contain it. In time, some of these cells made their way to the black market and into the hands of despots. Several times, throughout history, entire planets have been consumed down to their very core by drexlian phages, in an act of staggering ecophagy (the consumption of an ecosystem).

Many foolish men have thought that they could control the drexlian phages and none still live. Every committee, empire, government, and planet has outlawed their creation, use, ownership, and deployment. Unleashing one is paramount to suicide. The technology to contain them is lost, though the machines themselves have been preserved by the Necromancers' Guild.

Still, in the dark places where the light of civilization does yet not shine, wicked warlords hold whole worlds hostage. The mad men claiming to control these mighty beasts. Religions have been created to worship them despite being a product of man. Then again, what deity isn't?



GAS DRIFTER

CR 11
XP 12,800
N Large Alien
INIT +5
SENSES Perception +14

DEFENSE

AC 25 [Touch: 10] [Flat-footed: 24] (+1 Dex, +15 natural, -1 size)
HP 142 (15d8 + 75);
[FORT +14] [REF +10] [WILL +12]
DEFENSIVE ABILITIES drift, squishy
IMMUNE bleed, sleep
Resistance cold 10
VULNERABILITY cold

OFFENSE

SPEED 10 ft., fly 30 ft. (good)
MELEE 3 pincers +17 (1d8 + 7 plus grab)
SPACE 10 ft.; REACH 15 ft.
SPECIAL ATTACKS knockout gas, lift, swallow whole (3d6 piercing damage plus knockout gas, AC 17, 14 hp)

SPECIAL ABILITIES

DRIFT (EX): When struck by a melee weapon, a gas drifter moves 5 feet in a direction of its choice. This movement does not provoke attacks of opportunity and must result in at least one of the gas drifter's spaces remaining in the attacker's reach unless it is the attacker's last attack in the round. If movement (even upwards) is not possible, a gas drifter does not move.

KNOCKOUT GAS (EX): As a swift action, a gas drifter may expel some of the gas it uses to float, affecting all adjacent creatures. Those in the area must make a Fortitude save (DC 22) or fall unconscious for 1 round. Expelled knockout gas quickly dissipates, but creatures swallowed whole by a gas drifter must make the save each round at the start of their turn. This does not provoke an attack of opportunity.

LIFT (EX): A gas drifter may move any creature or object less than 500 lbs it has grabbed along with it as it flies without making a grapple attempt.

SQUISHY (EX): Gas drifters are made of tough flesh, gas, and tenacity. Any weapon that deals piercing damage automatically rolls minimum damage against a gas drifter on its damage roll. A weapon that deals bludgeoning damage deals half damage to a gas drifter. A weapon that deals slashing damage ignores this ability, dealing normal damage.

SWALLOW WHOLE (EX): A gas drifter may swallow any creature of its size category or smaller as a free action, provided the target is being grappled by it and is helpless. It can hold 2 large creatures, 4 medium creatures, or 8 small creatures. It deals the listed damage and exposes the swallowed creatures to its gas each round.

VULNERABILITY (EX): A gas drifter that takes cold damage not only takes 50% more damage, but loses access to its drift, knockout gas and lift abilities until the end of its next turn.

STATISTICS

STR 24 (+7), DEX 12 (+1), CON 20 (+5), INT 2 (-4), WIS 17 (+3), CHA 10 (0)
BASE ATK +11, CMB +19, CMD 30
FEATS Cleave, Cleaving Finish, Flyby Attack, Great Cleave, Hover, Improved Initiative, Iron Will, Power Attack
SKILLS Fly +13, Perception +14
RACIAL MODIFIERS +4 bonus on Fly checks

ECOLOGY

ENVIRONMENT any (rarely underground)
ORGANIZATION solitary, pair, trio, air show (5-22)
TREASURE the gas drifter's gas, a natural anesthetic which can be sold for R depending on the size and weight of the specimen (standard)

Hovering patiently in the dark places of the world, gas drifters are selective ambush predators that have a very slow metabolism. They can wait for weeks, even months, for a victim to come by.

Their lairs curiously exude no scent, even the remnants of their past victims are fortunately odorless. The chemical used by these monstrous beings to float is also a powerful anesthetic, rendering nearby victims unconscious. They also use this anesthetic to eat a victim while it is still alive. Their pliant flesh expands to allow even up to two creatures its size to be engulfed within its body. Since they are a menace, they are often hunted and killed. The gas they produce is harvested as an anesthetic. It is also the principal ingredient in air fresheners created by the Necromancer's guild. These are usually in the shape of or stamped with the image of the ugly creature.

The biology of this gas drifter is still a mystery to its researchers. Organs between specimens are not consistent, and seem to fuse together to take on the roles of other parts. Multiple glands throughout the creature's body filter and produce new gas with a minimum of caloric expenditure. Its tendrils are composed of the same tissue as its body and organs. Essentially, its whole form acts like one big muscle. Gas drifters produce small spore-like eggs that float on the wind, reproducing asexually. They can spread via this method to all but the harshest environments.



MADNESS STALKER

CR 5
XP 1,600
N Medium alien
INIT +3
SENSES Low-light vision, Perception +14

DEFENSE

AC 18 [Touch: 13] [Flat-footed: 15] (+3 Dex, +5 natural)
HP 52 (8d8 + 16)
[FORT +8] [REF +9] [WILL +5]
Psi Resistance: 16

OFFENSE

SPEED 40 ft.
MELEE 2 slams +11 [1d6 + 4 plus trip), tail slap +8 (1d6 + 2)
SPECIAL ATTACKS gaze (DC 16, 2 CONFIDENCE damage or confusion)

SPECIAL ABILITIES

GAZE (EX): A madness stalker can direct its gaze attack as a standard action against any creature within 60 ft., or as an immediate action against a creature it is aware of within 60 ft. who targets it with an attack. If the target fails its saving throw, it takes 2 points of CONFIDENCE damage. If this would reduce the target's CONFIDENCE below 0, it becomes confused for 1 minute. The save DC is Charisma-based.

PREDICTIVE NULL (PSI): Madness stalkers act erratically, even to those who have dutifully observed their movements. A qu'em's early path ability does not function against a madness stalker.

STATISTICS

STR 18 (+4), DEX 16 (+3), CON 15 (+2), INT 2 (-4), WIS 17 (+3), CHA 15 (+2)
BASE ATK +6, CMB +10, (+11 with slam), CMD 23
FEATS Blind-Fight, Iron Will, Skill Focus (Stealth), Weapon Focus (slam)
SKILLS Perception +14, Stealth +17

RACIAL MODIFIERS +4 racial bonus on Perception and Stealth checks.

ECOLOGY

ENVIRONMENT temperate forests, cold and temperate hills or mountains
ORGANIZATION solitary, pair, or ploy (3-12)
TREASURE the hide and fur is used as an insulator for psionically resistant armor or in fashion (standard)

These large, bipedal aliens resemble a cross between a kangaroo and a tapir, with a long tuft of gray fur at the end of a massive tail, yellow fur coating their body, and glistening black eyes that seem as deep as space. They attack targets if they are affected by its unnatural gaze. Victims of the gaze report it as being like staring into an abyss from which there is no escape. While this was chalked up as being an optical illusion, psychic researchers have reported a low field of psychic interference that seems to come from the madness stalkers themselves. This prevents them from being detected by purely psychic means. They bear foes to the ground when attacking or retreating with a mighty kick or punch. The alien's ability to stay perfectly still even while being observed has earned it the nickname "gargoyle." While they do travel in groups, most groups do not attack humans. Still, some reports of the creatures indicate that they will, instead, gang up on a single afflicted target, especially if they attack first in their confusion. Stories indicate that no matter how long they have to wait, no matter how badly hurt if they escape, they will continue to hunt a creature designated as prey until they die.

INSANITY STALKER

A certain sub-species is twice the size of the common madness stalker, with purplish fur and an inability to sit still. These insanity stalkers are more cunning, harder to kill, and carry a mind-altering poison in their fur that affects those who get close enough to strike it as well as being deliverable by its tail. They are far more aggressive with the application of their stare, and use their poison to bring down madness stalkers that enter its territory. This one is called the “terrestrial gargoyle” by exile shards for its habit of hiding in caves and tunnels, an evolutionary adaptation that likely resulted from the loss of its hiding ability.

It compulsively licks its territory after rubbing its tail into the environment to preserve the contact aspect of its poison. Fortunately, this trap loses its potency after a day for anyone moving into an insanity stalker’s old territory.

MECHANICAL CHANGES:

CR 6
Giant simple template (See Pathfinder Bestiary)
Increase Size to large
Psi Resistance improves to 17
+4 Strength and Constitution, -2 Dexterity
+3 Natural armor
Tail slap gains poison
Gain darkvision 60 ft.
Loses racial bonus on Stealth checks
Replace Skill Focus (Stealth) with Multi-Attack

POISON COAT (EX): Any creature striking an insanity stalker with a melee non-reach weapon is exposed to its venom.

INSANITY STALKER VENOM
poison (contact, injury); Save Fortitude DC 18
Frequency 1/round for 6 rounds; Effect 1d3 Wis damage, speed reduced by 10 ft. for 1 round; Cure 1 save



ORBITAL CRUSTACEAN

CR 15
XP 51,200
N Huge alien
INIT +0
SENSES Darkvision 240 ft., Perception +20

DEFENSE

AC 30 [Touch: 8] [Flat-footed: 30] (+32 natural, -2 size)
HP 215 (23d8 + 112)
[FORT +18] [REF +17] [WILL +10]
DR 5/- Resistance cold, electricity, and force 30
IMMUNE falling damage

OFFENSE

SPEED 30 ft., climb 30 ft., swim 40 ft.
MELEE 2 pincers +22 (2d8 + 8 19-20 x2 plus rend), tail slap +20 (2d6 + 4 plus bull rush)
SPECIAL ATTACKS impact (15d6, Reflex DC 26), rend 2d8 + 12
SQ no breath, sprint

SPECIAL ABILITIES

IMPACT (EX): An orbital crustacean can leap an incredible distance into the air, impacting a nearby area.

It can travel up to 200 ft as a full-round action that does not provoke attacks of opportunity. All creatures within 30 feet from its new location take 15d6 points of bludgeoning and force damage. Affected creatures make a Reflex save (DC 26) for half damage. An orbital crustacean can perform this attack once every 10 minutes.

SPRINT (EX): An orbital crustacean can increase any of its speeds by 60 ft. for 1 round. It can do so once every 10 minutes.

STATISTICS

STR 27 (+8), DEX 10 (+0), CON 20 (+5), INT 2 (-4), WIS 17 (+3), CHA 6 (-2)
BASE ATK +15, CMB +25 (+29 with bull rush), CMD 35 (39 vs bull rush)
FEATS Awesome Blow, Bull Rush, Bull Rush Strike, Improved Bull Rush, Improved Critical (pincer), Improved Initiative, Improved Lightning Reflexes, Improved Natural Attack (pincer), Iron Will, Lightning Reflexes, Power Attack
SKILLS Climb +25, Perception +20, Swim +25

ECOLOGY

ENVIRONMENT any
ORGANIZATION solitary or pair
TREASURE hide is worth R on the open market and used in armoring spacecraft, its stomach may contain other valuables from past victims (standard to double)

These massive aliens are known for their for their tendency to proliferate across worlds, their presence seldom recognized until they enter a planet’s atmosphere. When they do, the sound of their planetfall makes enough noise to be heard anywhere from 2-4 miles away, depending on the planet’s topography and atmosphere. While not especially aggressive to humans, orbital crustaceans will eat just about anything. They are known to be especially hungry near the point of a recent planetfall. Size is no obstacle in their hungry pursuits. Much like their terrestrial cousins, they have a powerful cutting grip they use to cut food into small pieces before ingesting. Unlike a small crab or lobster, they can shear through even reinforced steel with their massive pincers.

Orbital crustaceans have no known upward age or size limitation, an average 30 year old specimen measuring 18 feet in length and weighing 21,000 lbs., though most die of natural causes by 200 years of age. Surprisingly crafty when it comes to food sources, these creatures can tell with almost perfect accuracy when an area has become over-hunted. If the reason is another of their kind, they usually attempt to scare the other off to a farther territory rather than relocate. If they are forced to relocate, the normally passive crustaceans become voracious eaters.

They consume any and all material remaining in the territory, with a preference for meat and easy prey. Once they have eaten their fill, usually over a few weeks, the crustaceans find the highest geographical point within their vicinity. After arriving there, they enter a hibernative state for one full day-night cycle of the planet and convert all ingested material into fat and energy. When this cycle is complete, the crustacean attempts to take a mighty leap out of its current planet of residence's gravitational pull. The success of this attempt depends on the quality rather than the quantity of food consumed. An unsuccessful crustacean usually survives a fall back to the planet and, if its new environment is still unsuitable, begins this cycle again immediately until it either succeeds or dies of exhaustion. If it does succeed, the orbital crustacean re-enters its hibernative state until it runs out of stored food or achieves re-entry. Starving ones left adrift may latch onto passing ships given the opportunity, but it is difficult to ascertain whether one is hibernating, dead, or playing dead even for experienced xenobiologists.

A similar behavior is spoken of by hardened alien-hunters and ruined farmers in hushed whispers: Mated pairs prior to their reproductive ritual. Though unconfirmed due to the danger such creatures pose, speculative biologists do point out that this explains how baby crustaceans get into space in the first place.

Especially large individuals, known as planetcrusher crustaceans, are said to be perpetually stuck in this consume-leave cycle, as nothing other than a food-rich paradise can possibly sustain their immense dietary needs.

PLANETCRUSHER CRUSTACEAN

CR 18

Add the advanced and giant simple templates
Remove the once per 10 minutes limitations on the impact and sprint abilities
Gains Spring Attack as a bonus feat.



SCOOP MOUTH

CR 17
XP 102,400
N Gargantuan Alien
INIT +11
SENSES Blindsight 120 ft, darkvision 120 ft, low-light vision, scent, Perception +18

DEFENSE

AC 33 [Touch: 13] [Flat-Footed: 26] (+7 Dex, +20 natural, -4 size)
HP 287 (23d8 + 184); Fast healing 10
[FORT +21] [REF +20] [WILL +9]
DEFENSIVE ABILITIES Armored Plates, Harder on the Inside, Ferocity, Frenzy
DR 10/- IMMUNE fear, paralysis, poison, sleep

OFFENSE

SPEED 60 ft.
MELEE bite +32 (2d8+13 plus grab), slam (2d6 + 13), tail slap (2d6 + 13)
SPACE 20 ft.; REACH 15 ft. (20 ft. with tail slap)
SPECIAL ATTACKS trample (2d6+19, DC 35), scoop, swallow whole (5d6 bludgeoning damage, AC 40, DR 5/-, HP 62), Powerful Charge (slam 4d6 + 13)
SQ trample terrain, scoop

SPECIAL ABILITIES

TRAMPLE TERRAIN (EX):
A scoop mouth can move through difficult terrain when it charges.

SCOOP (EX):

If you successfully knock a creature prone as the result of an overrun maneuver, they are automatically swallowed whole.

HARDER ON THE INSIDE (EX):

The inside of a scoop mouth is a rough digestive tract designed to swallow rocks, crawling creatures, and tanks alike. The interior of its insides are significantly harder to pierce than its external. It counts its natural armor as being 10 higher on the inside (Total of +30 natural armor). Insides has DR 5/- (rather than DR 10/-). The scoop mouth has been known to swallow boulders to help with digestion.

ARMORED PLATES (EX):

A scoop mouth is bulletproof. This ability also provides the scoop mouth is DR 10/-.

CHARGING BEHEMOTH (EX):

Once per day, the scoop mouth can use a single full-round run action to move up to 6 times its speed or a single full-round charge action to move up to 3 times its speed.

FEROCITY (EX):

A scoop mouth remains conscious and can continue fighting even if its hit point total is below 0. The scoop mouth is still staggered and loses 1 hit point each round. The scoop mouth still dies when its hit point total reaches a negative amount equal to its Constitution score (27).

BEHEMOTH FRENZY (EX):

One per day, when a scoop mouth takes damage in combat it can fly into a frenzy on the following round as a free action. It gains +4 to all damage rolls but a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

STATISTICS

STR 36 (+13), DEX 25 (+7), CON 27 (+8), INT 2 (-4), WIS 15 (+2), CHA 18 (+4)

BASE ATK +23, CMB +40, CMD 57

FEATS Improved Overrun, Combat Reflexes, Improved Initiative, Run, Improved Bull Rush, Power Attack, Greater Bull Rush, Bull Rush Strike
SKILLS Survival +15 (10 ranks, +3 misc, +2 Wis), Perception +12 (+13 ranks, +3 misc, +2 Wis)

RACIAL MODIFIERS

ECOLOGY

ENVIRONMENT deserts, plains, hills

ORGANIZATION solitary, pair, bloodbath (3-6)

TREASURE the crushed remains of its kills (incidental to standard)

Omnivorous and massively gullested, a scoop mouth is a massive predator that has a surprisingly underdeveloped digestive system. Though it can dissolve food using its weak stomach acid, the process takes a number of weeks. To replace chewing, it consumes boulder-sized rocks which rest in a massive armored gizzard, clashing against one another as the titanic devourer moves about. It seldom stops moving while hunting, only pausing to deal with troublesome prey or to rest. An average of 30 feet in length and weighing 65,000 lbs., a scoop mouth's namesake and its inertia allow it to devour everything it comes across in a single wide chomp. Unfortunately for its victims, the calcium and minerals from its digestive aid of choice form a thick, flexible lining around its nearby organ's interior, preventing most from escaping. It also serves to seal the resulting tear in the creature with a calcific concrete that prevents serious blood loss. Any pain or discomfort can send a scoop mouth into a destructive rampage which can keep it running at full steam despite fatal injuries. While they usually devour organic material for sustenance, some are fond of eating parked spacecraft- particularly with the pilot still inside.

**SEA STALKER**

CR 13

XP 25,600

N Large alien (aquatic)

INIT +8

SENSES Blindsight 60 ft, darkvision 120 ft, low-light vision, scent, Perception +14 (+18 on non-visual Perception checks)

DEFENSE

AC 28 [Touch: 13] [Flat-Footed: 24] (+4 Dex, +15 Natural, -1 size)

HP 171 (18d8 + 90)

[FORT +16] [REF +15] [WILL +8]

OFFENSE

SPEED 50 ft., 80 ft. swim

MELEE 2 claws +19 [1d6 + 6], bite +19 [2d6 + 6 19-20 plus drag]

SPECIAL ATTACKS drag, pounce, undertow

SPECIAL ABILITIES

DRAG (EX): A sea stalker may make a free drag combat maneuver (See Advanced Player's Guide) with a successful bite attack against the same target. The movement from this maneuver does not provoke attacks of opportunity for either the stalker or its victim.

UNDERTOW (EX): While underwater, a sea stalker doubles the distance it drags a target with a successful drag maneuver.

STATISTICS

STR 23 (+6), DEX 19 (+4), CON 21 (+5), INT 2 (-4), WIS 14 (+2), CHA 13 (+1)

BASE ATK +14, CMB +21 (+25 on drag), CMD 39

FEATS Bleeding Critical, Critical Focus, Greater Drag, Improved Critical (bite), Improved Drag, Improved Initiative, Improved Natural Weapon (bite), Power Attack, Vital Strike

SKILLS Perception +14 (+18 on non-visual Perception checks), Survival +10 (+14 on checks made to track), Swim +21

RACIAL MODIFIERS +8 on Swim checks, +4 on non-visual Perception checks, +4 on Survival checks made to track.

ECOLOGY

ENVIRONMENT coastlines, oceans, swamps

ORGANIZATION solitary, shiver (2-6), frenzy (8-16)

TREASURE past victim's articles laid out in eerie detail (standard to double)

Sea stalkers resemble a cross between a large terrestrial cat and a hammerhead shark with multiple eyes on the front of its head and a wide mouth filled with rows of sharp teeth. Its front and back legs end in rough paws that are tipped with ebony talons. Measuring over 25 feet in length and standing 8 feet at the shoulder, a sea stalker's imposing frame can be brought to full bear when all 1,700 lbs of the creature stands on its hind legs to get a better look around. The creature's sandy skin allows them to blend in with the sandy floors of large bodies of water, walking slowly along to avoid notice from the surface. With their electroreceptive pores they can sense prey moving above the water. For this apex predator that includes land creatures larger than it when it moves in a shiver with a few others of its kind. They are capable of surviving for days on land, but often stay near water because they are more comfortable in that environment. While they do possess a kill instinct similar to sharks, the sea stalker is almost always in control of its emotional state and seems strangely intelligent. It arranges and manipulates objects in its nest, sometimes seeming to find the meaning and use of simple tools. Researchers note that they quickly grow bored of such things, leaving them marked with claw and teeth marks, but hardly used. They attack without warning, pulling their victims into the depths of the nearest body of water, using their superior mobility to ensure that even living prey does not escape. While hardly educated on fighting humanity, they learn and adapt with frightening quickness, using water as a shield against bullets, pulling troops out of formation, and even riskily disarming a troublesome weapon from an attacker before bringing them down. Different breeds adapt to various locations and assume a high spot in the

food chain in their environment. Even swamps and freshwater rivers have their own variant of this vicious beast.

SNARE COURSER

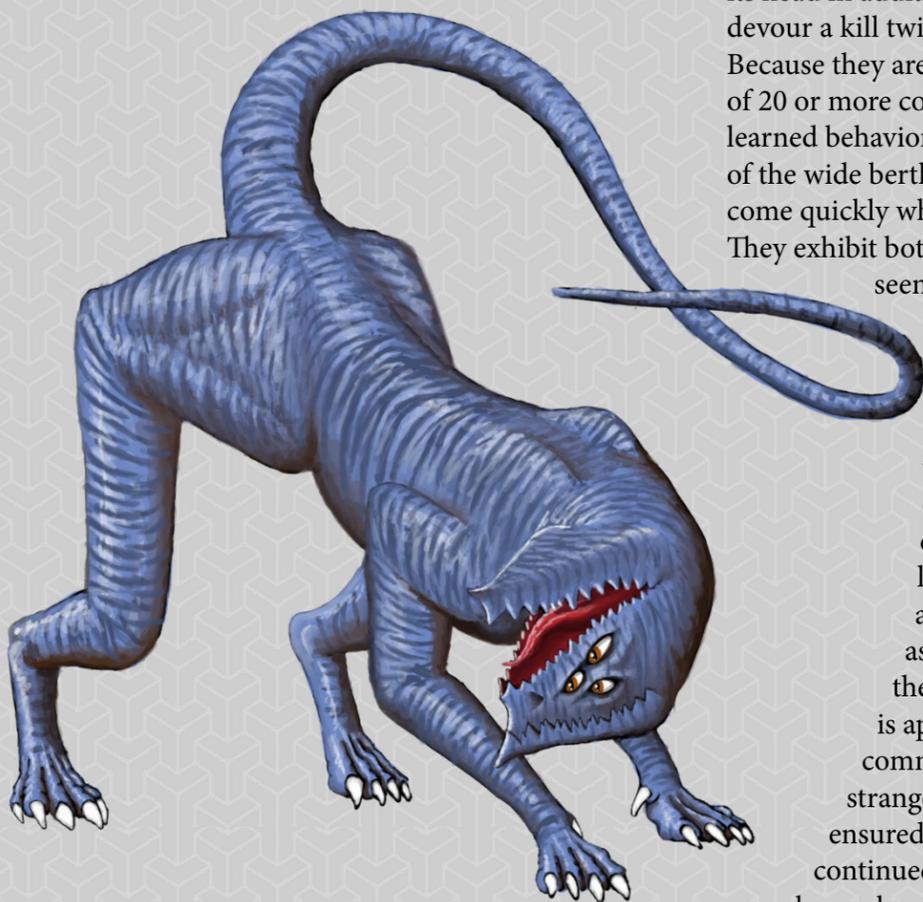
CR 7
XP 3,200
N Medium alien
INIT +8
SENSES Darkvision 120 ft, low-light vision, scent, Perception +16 (+18 in darkness)

DEFENSE

AC 23 [Touch: 14] [Flat-Footed: 19] (+4 Dex, +9 Natural)
HP 70 (10d8 + 30)
[FORT +10] [REF +11] [WILL +4]

OFFENSE

SPEED 50 ft.
MELEE 2 bites +12 [1d6 + 7 plus trip]



STATISTICS

STR 20 (+5), DEX 19 (+4), CON 14 (+2), INT 2 (-4), WIS 12 (+1), CHA 6 (-2)
BASE ATK +7/+1, CMB +12 (+16 on trip), CMD 26

FEATS Improved Initiative, Skill Focus (Perception), Combat Reflexes, Toughness
SKILLS Perception +9 (5 rank, +3 misc, +1 Wis), Survival +9 (5 ranks, +3 misc, +1 Wis)
RACIAL MODIFIERS +4 on trip checks, +2 Perception when in areas of darkness

ECOLOGY

ENVIRONMENT warm caves, forests, jungles, plains
ORGANIZATION solitary, pair, janus (4-16)
TREASURE skeleton sells as a novelty item in Ewgee space, intact skull most valued piece

Snare coursers are vicious nocturnal predators who pull their prey to the ground and swiftly tear them to shreds. Their quick mouths, one on the top of its head in addition to the bottom one, allow it to devour a kill twice as fast as a canine of its size. Because they are usually birthed in a large litter of 20 or more coursings, this is more a result of learned behavior than a ravenous hunger. In spite of the wide berth they give their fellows, more come quickly when detecting the cry of wounded. They exhibit both individualistic and pack traits, seeming to evenly mesh the two. When outmatched, the group breaks apart. When at the advantage, snare coursers can exhibit remarkable cunning and group tactics, bearing down on the most dangerous opponents, utilizing cover and misdirection, even luring their quarry into traps or ambushes. While many claim this as a sign of supernatural intelligence, the furtive nature of these organisms is apparently inborn, as they seldom communicate with one another. Their strange skull and bone structure both ensured the creature's poaching and continued survival in a culture that utilizes bone almost exclusively.

Some are kept as last-resort guard dogs, as the creatures' primal instincts compel it to continuously hunt and consume. They can recognize and even identify individuals, but the moment it decides that its instinct is more important than a continuous source of nourishment, it lashes out without warning or quarter, the better to begin consuming its food before other coursers arrive, whether or not any are even on the same planet. Due to this nature and their habit of leaving their food stripped to the bone, they are the favorites of especially sadistic members of the Necromancer's Guild to be used in theft deterral, planetary assault, public execution and even entertainment. Sometimes the uses blend together a bit. The Welshen dislike dealing with the beasts, but admire their efficient method of consumption, flexible hunting methods, and habit of leaving behind the bones of their kill. When encountering these beasts for the first time, the Welshen named their groups "janus", for the old Earth Roman god who looked into both the future and the past at once, because of their insightful hunting methods. They later adopted those methods during the war with the Ewgee.



STORMBREAKER WYVERN

CR 16
XP 819,200
N Gargantuan alien
INIT +12, Phase 2
SENSES low light vision, darkvision 240 ft., Perception +28

DEFENSE

AC 31 [Touch: 14] [Flat-footed: 32] (+8 Dex, +1 dodge, +16 natural, -4 size)
HP 209 (22d8 + 110);
[FORT +18] [REF +21] [WILL +13]
DEFENSIVE ABILITIES evasive maneuver
IMMUNE electricity, sonic

OFFENSE

SPEED 40 ft., climb 20 ft., fly 500 ft. (perfect)
MELEE bite +23 (4d6+10 +1d6 electricity), 2 wings +20 (2d6 + 5 + 1d6 electricity), tail slap +20 (2d8 + 5 + 1d6 electricity)
SPACE 20 ft.; REACH 20 ft.
SPECIAL ATTACKS dive bomb, screech, sonic boom
SQ aerospike, bulletproof

SPECIAL ABILITIES

AEROSPIKE (EX): A stormbreaker wyvern is immune to the effects of powerful winds due to a field of low-density hot air it creates in front of itself as it flies, its skin absorbing, then redirecting electricity into powerful cones at various strategic points throughout its body. No matter the strength of the wind opposing it, the field is powerful enough to redirect its flow to just around the stormbreaker wyvern. Any creature the stormbreaker wyvern successfully attacks also takes +1d6 points of electricity damage. Being hit by an electricity attack increases the damage to +2d6 for the next minute. Double the damage dealt by aerospike on a charge attack. This does not stack with the doubling granted by dive bomb. Creatures grappling the stormbreaker wyvern take the maximum amount of damage this ability deals at the start of their turn.

BULLETPROOF (EX): The electrical field, thick, elastic skin, and force redirective properties of a stormbreaker wyvern give it the bulletproof ability.

DIVE BOMB (EX): When at least 30 ft. over a target, a stormbreaker wyvern may make a special charge attack, dealing double damage with its attack and moving up to 100 ft. after making its attack. This additional movement provokes attacks of opportunity.

EVASIVE MANEUVER (EX): Once per round, when being attacked, a stormbreaker wyvern may make a Fly check and use the result in place of its AC against that attack, or it may gain the evasion ability against one effect.

SCREECH (EX): The voice of a stormbreaker wyvern is a distinct, sharp noise that cuts at the ears and skewers the spirit. A stormbreaker wyvern may screech as a swift action. All creatures within 30 ft. of the stormbreaker wyvern must make a Will save (DC 25) or be shaken for 1 minute. If the stormbreaker wyvern screeches as part of a charge, the target of the charge takes a -4 penalty on his saving throw. This is a mind-affecting fear effect. The save DC is Charisma-based.

SONIC BOOM (EX): A stormbreaker wyvern's body structure absorbs and redirects airflow to assist it in flight, allowing it to reach mach 1 faster than most aircraft. More air flow around it, even air flow from heavy winds and such that would impede a normal flying animal, serves to increase this effect. If a stormbreaker wyvern flies within 20 ft. of a creature, that creature must make a Fortitude save (DC 26) or be knocked prone and deafened for 1 round. Flying creatures who fail the save are forced down 10 ft. and immediately begin falling. A stormbreaker wyvern needs to fly at least 30 ft. to activate this effect. As a full-round action, a stormbreaker wyvern may move up to 10x its speed in a straight line. This movement only provokes attacks of opportunity. The save DC is Constitution-based.

STATISTICS

STR 30 (+10), DEX 26 (+8), CON 21 (+5), INT 2 (-4), WIS 22 (+6), CHA 17 (+3)
BASE ATK +16, CMB +30, CMD 49

FEATS Dodge, Improved Initiative, Improved Natural Attack (bite), Mobility, Multiattack, Power Attack, Skill Focus (Fly), Spring Attack, Staggering Critical, Run, Weapon Focus (bite)
SKILLS Fly +30, Perception +28
RACIAL MODIFIERS Fly +8, Perception +8

ECOLOGY

ENVIRONMENT any
ORGANIZATION solitary
TREASURE valuable hide and bone used in aerodynamics, intact corpse used for organic ships (double)

Stormbreaker wyverns are acrobatic flighted aliens that appear to archaeologists to have remained the same for hundreds of thousands of years. Living mainly in secluded areas, stormbreakers are nomadic, moving on if any large group discovers its nesting ground. Despite being cloistered, the phenomenal speed of these creatures ensures that their hunting territory is extremely wide, stretching hundreds of miles. They seem to migrate towards strong winds, and tend to scavenge large animals killed in hurricanes or tornados. Though they can go without food for weeks at a time, some impatiently fly through the winds, waiting for prey to fall victim to those winds or striking themselves. Stormbreaker wyverns tend to go after large prey, as consuming their meals seems to take up more energy than their lengthy flight patterns. They share territory with any number of other predators, except other stormbreakers. These creatures are sought after by aeronautics designers and aircraft engineers for their ability to seemingly flaunt the laws of air pressure and acceleration, reaching mach 1 after 28 feet of horizontal movement despite any amount of wind force that would normally impede it at its highest performance.

The stormbreaker's method of acceleration is remarkable in its simplicity: It pushes air that would impede it out of its way, with the remainder moving along its aerodynamic form to further its acceleration. It pushes these concepts nearly to the limit of the physical world by releasing powerful electrical pulses from nerve-like clusters near the edges of its wings, the front of its nose, and along its back and tail. The stormbreaker has thousands of these organs across its body and can control them by muscle command, allowing it to control winds from each direction and adjust them on the fly. This electrical field is strong enough to cause mild injury or discomfort on its own, but it can also be focused around the stormbreaker's mouth for a more potent electrical charge. These create domes of electricity that magnetize the air around it, bending it according to the stormbreaker's direction into a non-impeding shape while allowing it to channel air currents needed for thrust and lift. This is likened to an old earth technology placed on interceptor missiles, known as an aerospike, that reduced or eliminated wind resistance.

When roused or attacked, a stormbreaker tries to quickly silence the threat, knocking it down or out of the sky with a sonic boom and shredding it with a single dive and chomp. It then repeats the process, utilizing its maneuverability to avoid ranged weaponry and befuddle melee combatants. If severely wounded, it simply flies away, but moves through the path of least resistance. Stormbreaker wyverns can hold lengthy grudges, and hunters report being ambushed near storm clouds, the stormbreaker flying through the electricity to charge its body full to the brim before streaking down from the heavens like a vengeful bolt of lightning.

A few reports of a massive stormbreaker exist. Said to cause hurricanes on the planet Zyreb 2 simply by passing by, it may also be responsible for the Ewgee's near abandonment of the planet after 67 shipping vessels were lost due to a sudden storm erupting on top of them. Locals have dubbed it the "stormeater."

STORMEATER WYVERN

CR 18
XP 153,600
Increase size category to Colossal
Space and reach become 30 ft.
+4d8 HD (statistics changes below)
AC 32, 299 HP
BASE ATK +19, CMB +41, CMD 63
+3 BAB
[Fort +22] [Ref +23] [Will +14]
Natural Armor +5
Strength +8, Constitution +4
Increase size of natural attacks by one step
Attacks: (bite +27 6d6 + 14, 2 wings +25 3d6 + 7, tail +25 3d8 + 7)
Gains the Awesome Blow and Stunning Critical feats
Fly +30, Perception +30

Aerospike deals an extra +2d6 electricity damage with each attack, and if hit by electricity it increases to +4d6 for 1 round.

The screech ability's save DC is 27, the sonic boom ability's save DC is 30 and their range of each improves to 30 ft.

TORCHBUG COLONY

CR 9
XP 6,400
N Fine alien (swarm)
INIT +4
SENSES Low-light vision, Perception +19

DEFENSE

AC 23 [Touch: 22] [Flat-footed: 19] (+4 Dex, +1 natural, +8 size)
HP 120 (16d8 + 48)
[FORT +13] [REF +9] [WILL +5]
Resistance fire 30
VULNERABILITY area attacks

OFFENSE

SPEED 10 ft., fly 40 ft. (good)
Melee swarm (2d6 + 2d6 fire plus internal combustion)
SPECIAL ATTACKS flame jet

SPECIAL ABILITIES

DISTRACTION (EX): Any creature attempting to concentrate or use a psychic ability while in the swarm's area must succeed on a concentration check (DC 20 + PPI invested in the ability) or be unable to access it until the start of their next turn. Using abilities that require patience or concentration requires a DC 20 Will save. Creatures damaged by the torchbug swarm must make a DC 18 Fortitude save or be nauseated for 1 round.

FLAME JET (EX): As a swift action, a torchbug colony projects a 30 ft. line of fire. The line deals 10d6 points of fire damage to those in its area (Reflex save DC 21 half, save DC is Constitution based).

HEAT (EX): 2d6. This damage applies to the torchbug's swarm attack.

LUMINOUS (EX): A torchbug colony and any creature taking damage from the internal combustion ability sheds dim light in a 5 foot burst.

INTERNAL COMBUSTION (EX):

Creatures damaged by a torchbug colony's swarm attack take 2d6 points of fire damage each round at the start of their turn until they neutralize the mixture using weak alcohol or immerse themselves in water. This burning sensation lasts for up to 1 minute after exposure and results from the torchbug venom igniting exposed areas and making watery tissues increasingly flammable.

STATISTICS

STR 1 (-5), DEX 19 (+4), CON 16 (+3), INT 5 (-3), WIS 11 (+0), CHA 1 (-5)
BASE ATK +12, CMB -, CMD -
FEATS EDIT THE CRAP OUT OF ME
SKILLS Fly +8, Perception +19

ECOLOGY

ENVIRONMENT Keleid III, any terrestrial planet, upper atmosphere

ORGANIZATION solitary, pair, or conflagration (3-6)

TREASURE incidental

Native inhabitants of Keleid III, torchbugs are normally harmless insect-like aliens with a large swollen body and a long proboscis. Their skin is stretched and leathery, usually in a brown or red color more clearly visible after the body has been drained. The four-legged creatures hum about on two large beetle-like wings and their small button-like eyes bely a deadly cunning the creature only makes apparent when swarming with a breeding colony. By itself, a torchbug's defense mechanisms include its high body temperature (350 degrees Centigrade or 662 degrees Fahrenheit) and ability to release a small burst of fire to scare off predators or inquisitive humans. Biologists note that the torchbug colonies act more intelligently than a single torchbug, and are capable of amazing feats of coordination, such as flying in a tube formation through smoky areas, parting to allow creatures or projectile weapons through, or carrying flammable objects towards aggressive individuals. The most noted of these abilities is the cooperation of many smaller torchbugs to create a stream of their venom with a perfectly timed ignition spark from one at the swarm's end.

This natural flamethrower can damage the colony as well as attackers if in its own area, but an agitated colony becomes far too aggressive to care.

Torchbugs reproduce by laying eggs in a large casing that they fill with gases they produce while mating or that are gathered from a planet's upper atmosphere by male torchbugs while the female births and holds the casing aloft. Once gathered, the gases are injected into the loose casing and provide protection from non-airborne predators. The empty egg cases resemble a large, bumpy flesh-toned balloon.

TUNDRA WHALE

CR 8
XP 4,800
N Large alien (amphibious)
INIT +2
SENSES tremorsense 300 ft., Perception +11

DEFENSE

AC 21 [Touch: 11] [Flat-Footed: 19] (+2 Dex, +10 Natural, -1 Size)
HP 76 (8d8 + 40)
[FORT +11] [REF +8] [WILL +2]
DR 5/slashing, IMMUNE cold
VULNERABILITY to fire

OFFENSE

SPEED 20 ft., burrow (ice and snow only) 60 ft., swim 20 ft.
MELEE Bite +12 [1d6 + 6 plus grab]
Slam +12 (2d6+6 plus)
SPACE 10 ft. REACH 10 ft.

SPECIAL ABILITIES

ICE GLIDE (SU): A burrowing tundra whale can pass through ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

TUNDRA BORN (EX): The tundra whale can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

TUNNEL VISION (EX): An tundra whale is blind and cannot see. However, when underground it can sense even the slightest vibrations in the ice above. When burrowing, a tundra whale gains tremorsense 300 ft.



AMBUSH PREDATOR (EX): When attacking an unsuspecting creature from below with its bite attack, a tundra can make a sneak attack as if it had levels in rogue equal to 1/2 its HD. This adds 2d6 to the attack if it is made while utilizing Stealth.

BLUBBERY HIDE (EX): A tundra whale has a thick hide that can resist even the sharpest shard of ice. Beyond that it has a great layer of blubber that absorbs shock. A tundra whale is bulletproof and has DR 5/slashing.

STATISTICS

STR 22 (+6), DEX 15 (+2), CON 21 (+5), INT 2 (-4), WIS 11 (+0), CHA 12 (+1)

BASE ATK +6, CMB +13 (+17 grapple), CMD +25 (+29 vs grapple)

FEATS Improved Grapple, Greater Grapple, Combat Reflexes, Skill Focus (Stealth)

SKILLS Stealth +16, Perception +11, Swim +10

RACIAL MODIFIERS +4 swim

ECOLOGY

ENVIRONMENT tundra

ORGANIZATION solo, pack (3-5), pod (10-15)

TREASURE incidental

Tundra whales are about 10-20 ft. long and weigh 300-500 lbs. with the females being larger than the males. They are not truly whales, as their name implies, but a creature that has similarities to a lamprey. It is segmented, like a worm, and each of these segments is covered in thick scales. Unlike lampreys, they have an advanced brain compared to other beasts that live on the tundra. They were named tundra whales because they adopted predatory tactics similar to killer whales. On ice worlds where the thick core can support them, they “swim” through the crevices and cracks in the frigid crust. They burrow through the ice with their specially designed teeth. Master ambush predators, they will sometimes lay in wait until an unsuspecting creature, or human, walks too close to them. A club-like tail houses chemicals that sustain a reaction that keeps the tundra whales warm on the inside. This concoction is fueled by the biological components of the creatures they eat.

Similar creatures have been found on many worlds where ice mantles are common. This suggests some sort of common ancestry, interplanetary distribution method, or that they are the most efficient way a creature could evolve in such an environment.

They have been intentionally introduced to a biome as a weapon of war. Tundra whales are cunning, cruel, and eat with voracious appetite. In a matter of months, a pod of hungry tundra whales can significantly impact an ecosystem. This can cause famine, chaos, and drastic environmental changes.

ICONIC NPCS

This section of the bestiary presents 4 iconic characters at levels 1, 5, 10, and 15. They can be used either as stock enemies or as premade characters for your convenience.

ALFRED ZANATOS (LEVEL 1)

CR1, 400 XP

Core Worlder, Engineer (Necromancer)

Medium Humanoid

ALIGNMENT: NE

FACTION: Grave Robber

INITIATIVE +1, PHASE 1, SENSES Perception +6

DEFENSE

AC 15, touch 11, flat-footed 14 (10 + 4 armor + 1 Dexterity)

HP 9 (1d8 + 1)

FORT +1, REF +1, WILL +4

CONFIDENCE 3

OFFENSE

SPEED 30 ft

RANGED DK-12 Longrail + 1 (1d10/19-20 x2)

DK-7 Magrail Pistol +1 (1d8/19-20 x2)

TACTICS

Zanatos views the battle through his custom tuned scope. He tends to stay within 30ft of the 250 range of his rifle, while not moving around too much. He uses engineer's precision, and a bit of a surgeon's hand, to plant shots into creatures that his allies are fighting. As targets close in on him, he may decide to switch to his pistol to engage at close quarters. Zanatos has almost no training in hand to hand combat, instead opting to withdraw and attempt to move towards his allies who would be more capable in that regard.

STATISTICS

PPI: 5

STR 10, DEX 12, CON 12, INT 17,

WIS 16, CHA 12

BASE ATK +0; CMB +1; CMD 11

SOCIAL BONUS +0; SMB +1; SMD 14

TECH LEVEL: 1

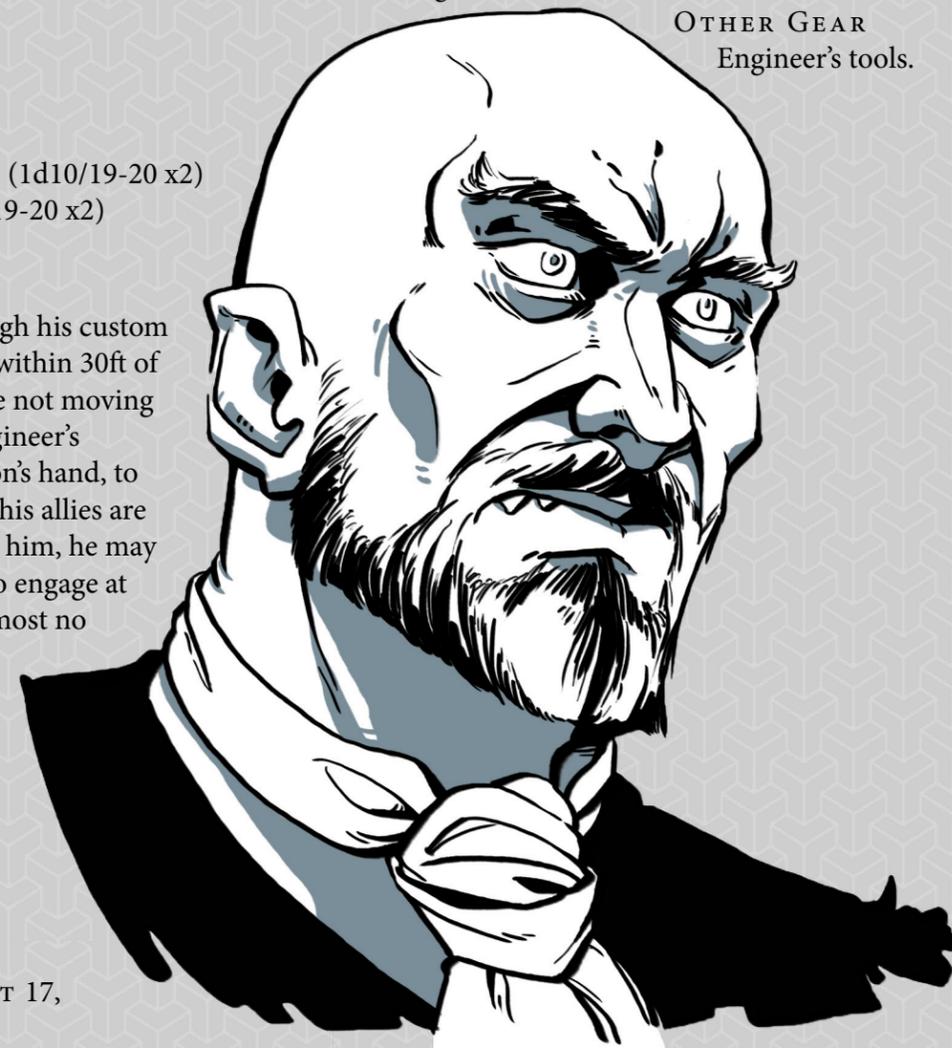
FEATS: Point Blank Shot, Precise Shot

SKILLS Appraise +7 (1 rank + 3 trained + 3 INT), Craft (firearms) +8 (1 rank + 3 trained + 3 INT + 1 Misc), Craft (armor) +8 (1 rank + 3 trained + 3 INT + 1 Misc), Craft (necrotech) +8 (1 rank + 3 trained + 3 INT + 1 Misc), Drive +5 (1 rank + 3 trained + 1 DEX), Heal +6 (1 rank + 3 trained + 2 WIS), Fly +5 (1 rank + 3 trained + 1 DEX), Knowledge (engineering) +7 (1 rank + 3 trained + 3 INT), Perception +6 (1 rank + 3 trained + 2 WIS), UTD +7 (1 rank + 3 trained + 3 INT) [10 Points per level]

LANGUAGES Common, Welshen, Guildspeak, Old World

COMBAT GEAR Firearm Longrail + 50 Soul Strikers, Bullet Weave Armor, DK-7 Magrail Pistol +50 slag rounds,

OTHER GEAR Engineer's tools.



ALFRED ZANATOS (LEVEL 5)

CR 5, 1,600 XP

Core Worlder/Engineer (Necromancer)

Medium Humanoid

ALIGNMENT: NE

FACTION: Grave Robber

INITIATIVE +1, PHASE 1, Perception +10

DEFENSE

AC 18, touch 11, flat-footed 17 (10 + 7 armor + 1 Dexterity Modifiers)

HP 31 (5d8+5)

FORT +2, REF +2, WILL +6

CONFIDENCE 15

OFFENSE

SPEED 40ft

RANGED DK-12 Longrail +7 (1d10+5/19-20 x2)

DK-7 Magrail Pistol +6 (1d8+2/19-20 x2)

TACTICS

After making some modifications to his rifle, Zanatos is now much more confident in his accuracy. Also his rifle packs a little bit more of a punch, and his training with the magnetic fields that magrails use, has made him a more effective combatant in that regard. His new drifter-mesh armor enables him to better maneuver around the battlefield, although he still uses it as a last resort because he still cannot move and begin to aim at the same time.

STATISTICS

PPI: 5 (+1 for the purposes of equipping necrotech)

STR 10, DEX 12, CON 12, INT 18, WIS 16, CHA 12

BASE ATK +3; CMB +3; CMD 14

SOCIAL BONUS +3; SMB +4; SMD 18

TECH LEVEL: 3

FEATS: Point Blank Shot, Precise Shot, Weapon Focus (Longrail), Advancement of the Arts, Magdog

SKILLS Appraise +12 (5 rank + 3 trained + 4 INT), Craft (firearms) +17 (5 rank + 3 trained + 4 INT + 5 Misc), Craft (armor) +17 (5 rank + 3 trained + 4 INT + 5 Misc), Craft (necrotech) +17 (5 rank + 3 trained + 4 INT + 5 Misc), Craft (chemistry) +17 (5 rank + 3 trained + 4 INT + 5 Misc), Drive +9 (5 rank + 3 trained + 1 DEX), Heal +10 (5 rank + 3 trained + 2 WIS), Fly +9 (5 rank + 3 trained + 1 DEX), Knowledge (engineering) +12 (5 rank + 3 trained + 4 INT), Perception +10 (5 rank + 3 trained + 2 WIS), UTD +12 (5 rank + 3 trained + 4 INT), [11 points per level]

LANGUAGES Common, Welshen, Guildspeak, Old World, Prime

COMBAT GEAR Magnum Opus Longrail + 50 Soul Strikers, Drifter Mesh (armor), DK-7 Magrail Pistol +50 slag rounds,
OTHER GEAR Engineer's tools, Armorist's kit, Gunsmith's kit.

ALFRED ZANATOS (LEVEL 10)

CR10, 9,600 XP

Core Worlder/Engineer (Necromancer)

Medium Humanoid

ALIGNMENT: NE

FACTION: Grave Robber

INITIATIVE +3, PHASE 1, SENSES Perception +10

DEFENSE

AC 18, touch 11, flat-footed 17 (10 + 7 armor + 1 Dexterity Modifiers)

HP 58 (10d8+10)

FORT +5, REF +5, WILL +9

CONFIDENCE 30

OFFENSE

SPEED 40ft

RANGED "Goliath" Longrail +14 (1d12+5/19-20 x2) [Also deals 6 (10 with deadly aim) damage to all adjacent creatures while the bombardment barrel is active]

"Popcap" Magrail Pistol +11 (1d6+3/19-20 x2)

Special Attacks

TACTICS

Time and experience has certainly brought more firepower to Zanatos' killing field. After losing his longrail to a particularly surly, and burly, welshen, Zanatos started from the ground up remaking the weapon into a particularly deadly force. He added a particular kind energy enhancement to his barrel that detonates projectiles on impact to damage creatures nearby his target. He also increased the caliber for more stopping power, and added a true bipod for better prone aiming. His new gun, "Goliath" is a monster on the field, allowing him to pick off clusters of creatures from a great distance away. His pistol has gone through similar upgrades, but it's developed a few drawbacks in his haste to create it. When unhurried Zanatos will attempt to use dealy aim to increase his damage bonus with his longrail.

STATISTICS

PPI 5 (+2 for the purposes of equipping necrotech)

STR 10, DEX 16, CON 12, INT 22, WIS 16, CHA 12

BASE ATK +3; CMB +4; CMD 14

SOCIAL BONUS +3; SMB +4; SMD 18

TECH LEVEL: 5

FEATS: Point Blank Shot, Precise Shot, Weapon Focus (Longrail), Advancement of the Arts, Magdog, Deadly Aim, Weaponsmith (Sniper Rifles), Sharp Shooter, Journeyman Weaponsmith.
SKILLS Appraise +19 (10 ranks + 3 trained + 6 INT), Craft (firearms) +29 (10 ranks + 3 trained + 6 INT + 10 misc), Craft (armor) +29 (10 ranks + 3 trained + 6 INT + 10 misc), Craft (necrotech) +29 (10 ranks + 3 trained + 6 INT + 10 misc), Craft (chemistry) +29 (10 ranks + 3 trained + 6 INT + 10 misc), Drive +16 (10 ranks + 3 trained + 3 DEX), Heal +16 (10 ranks + 3 trained + 3 WIS), Fly +16 (10 ranks + 3 trained + 3 DEX), Knowledge (engineering) +19 (10 ranks + 3 trained + 6 INT), Perception +16 (10 ranks + 3 trained + 3 WIS), UTD +19 (10 ranks + 3 trained + 6 INT), [11 points per level]

LANGUAGES Common, Welshen, Guildspeak, Old World, Prime, Milcomm, Rummey

COMBAT GEAR "Goliath" Longrail + 50 Soul Strikers, Drifter Mesh (armor), DK-7 Magrail Pistol +50 slag rounds,
OTHER GEAR Engineer's tools, Armorist's kit, Gunsmith's kit.

Body Modifications

Nerves: Gives a +4 enhancement bonus to Dexterity

Gray Matter: Gives +4 enhancement bonus to Intelligence.

Neuro Immuno Psycho Booster Package: Gives a +3 to all saves.

"Goliath" Longrail: A military grade, sniper rifle with the bipod customization. No drawbacks due to Journeyman Weaponsmith.

"Popcap" Magrail Pistol: A combat softsteel pistol, this gains 1d6 damage in its first range increment, but only deals 1d6 damage instead of 1d8.

ALFRED ZANATOS (LEVEL 15)

CR15, 51,200 XP

Core Worlder/Engineer (Necromancer)

Medium Humanoid

ALIGNMENT: NE

FACTION: Grave Robber

INITIATIVE +4, PHASE 1, SENSES Perception +21

DEFENSE

AC 18, touch 11, flat-footed 17 (10 + 7 armor + 1 Dexterity Modifiers)

HP 116 (15d8+45)

FORT +13, REF +16, WILL +17

CONFIDENCE 45

OFFENSE

SPEED 40ft

RANGED "Goliath" Longrail +21 (1d12+5 sonic/19-20 x3) [Also deals 6 sonic (12 with deadly aim) damage to all adjacent creatures while the bombardment barrel is active]

"Popcap" Magrail Pistol +11 (1d8+3/19-20 x3)

TACTICS

Zanatos has become a true merchant of death, his penchant for creating superior weapons customized for an individual is no more displayed than in the most recent incarnation of the Goliath, and the Popcap pistol. With targeting assistance that lends lucky shots into some of the most damaging attacks, and the rifle's ammunition actually causing sonic booms that damage all creatures nearby. He maintains his distance and fires without care into large crowds of enemies.

STATISTICS

PPI: 5 (+3 for the purposes of equipping necrotech)

STR 10 [14 with charged boneskin], DEX 18 [22 with charged boneskin], CON 17, INT 24 [26 with charged boneskin], WIS 16, CHA 12
BASE ATK +11; CMB +11; CMD 25
SOCIAL BONUS +11; SMB +12; SMD 29
TECH LEVEL: 7

FEATS: Point Blank Shot, Precise Shot, Weapon Focus (Longrail), Advancement of the Arts, Magdog, Deadly Aim, Weaponsmith (Sniper Rifles), Sharp Shooter, Journeyman Weaponsmith, Tactical Shooter, Weaponsmith (Sidearms, Light Blades, Medical, Heavy Weapons, Welshen, Machine Guns), Veteran Weaponsmith.

SKILLS Appraise +25 (15 ranks + 3 trained + 7 INT), Craft (firearms) +40 (15 ranks + 3 trained + 7 INT + 15 misc), Craft (armor) +40 (15 ranks + 3 trained + 7 INT + 15 misc), Craft (necrotech) +40 (15 ranks + 3 trained + 7 INT + 15 misc), Craft (chemistry) +40 (15 ranks + 3 trained + 7 INT + 15 misc), Craft (tailoring) +40 (15 ranks + 3 trained + 7 INT + 15 misc), Drive +21 (15 ranks + 3 trained + 3 DEX), Heal +21 (15 ranks + 3 trained + 3 WIS), Fly +21 (15 ranks + 3 trained + 3 DEX), Knowledge (engineering) +24 (15 ranks + 3 trained + 6 INT), Perception +21 (15 ranks + 3 trained + 3 WIS), UTD +25 (15 ranks + 3 trained + 7 INT), [12 points per level]

LANGUAGES Common, Welshen, Guildspeak, Old World, Prime, Milcomm, Rummey, Madgaline

COMBAT GEAR "Goliath" Longrail + 50 Soul Strikers, Boneskin (armor), DK-7 Magrail Pistol +50 slag rounds,

OTHER GEAR Engineer's tools, Armorist's kit, Gunsmith's kit.

Body Modifications

Nerves: Gives a +6 enhancement bonus to Dexterity

Gray Matter: Gives +6 enhancement bonus to Intelligence.

Neuro Immuno Psycho Booster Package: Gives a +5 to all saves.

Augmented Circulatory System: +4 enhancement bonus to Constitution

"Goliath" Longrail:

A grandmaster military grade sniper rifle with the bipod customization that is technologically advanced (x4) The sniper rifle has undergone a transformation, with all ammo being vaporized as it exits the barrel and creating a sonicboom when it would normally impact.

"Popcap" Magrail Pistol:

A technologically advanced (x3) grandmaster combat pistol This pistol is also technologically advanced with a number of settings that can be adjusted on the fly with the twitch of a finger or a mere thought. It deals 1d6 additional damage in the first range increment.

KIRA LETOV BUTUROVICH

(LEVEL 1)

Firstborn, Sentinel 1

CR1, 400 XP

Medium Humanoid

ALIGNMENT: LN

FACTION: Sentinels

INITIATIVE +3, SENSES Perception +4

DEFENSE

AC 13, touch 15, flat-footed 13 (+3 DEX)

With Charged Boneskin: 19 = 10 + 5 (DEX) + 4 (Dodge)

HP 11 (1d10+1)

FORT +3, REF +2, WILL +0

CONFIDENCE 1

OFFENSE

SPEED 30 ft.

MELEE Bone Knife: +3 (1d4 + 2 / 19-20)

RANGED DK-1 Magrail Rifle: +4 (1d10 / 19-20)

DK-7 Slag Pistol: +4 (1d8 / 19-20)

With Charged Boneskin

DK-1 Magrail Rifle +6 (1d10 / 19-20)

DK-7 Slag Pistol: +6 (1d8 / 19-20)

Bone Knife: +5 (1d4 + 4 / 19-20)

Special Attacks Tactician

TACTICS

Kira charges up her boneskin and engages a target at a distance with her magrail rifle. She will attempt to ambush enemies if possible and intelligently use cover. She sticks close to allies and provides her teamwork feats towards the. If an enemy closes with her or she is out of ammo, she will use her bone knife.

STATISTICS

PPI 7

STR 15 (+2) [19 with charged boneskin], DEX

17 (+3) [21 with charged boneskin], CON

12 (+1), INT 12 (+1) [14 with charged

boneskin], WIS 10 (+0), CHA 12 (+1)

BASE ATK +1; CMB +3; CMD +16

SOCIAL BONUS +0; SMB +1 (+1

CHA); SMD 12 (+1 CHA, +1 INT)

TECH LEVEL: 1

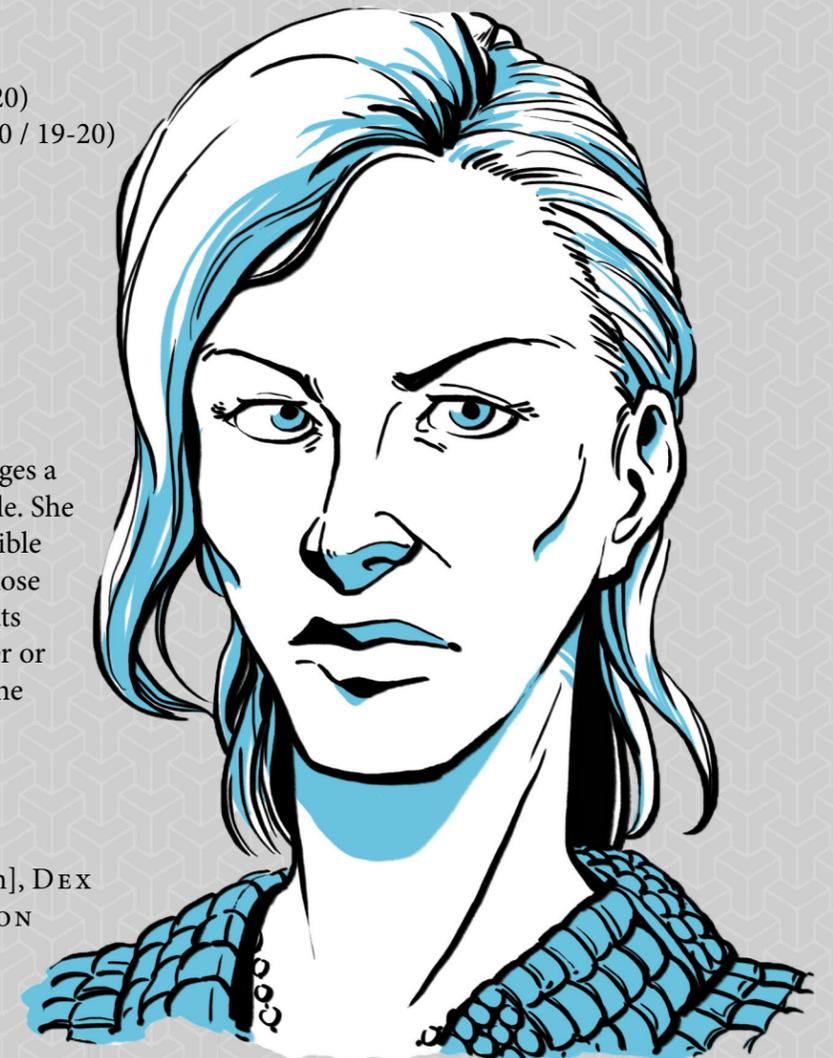
FEATS Point Blank Shot, Rapid Reload, Precise Strike

SKILLS Perception +4 (1 Rank + 3 trained + 0 WIS), Knowledge (warfare) +5 (1 Rank + 3 trained + 1 INT), Fly +7 (1 Rank + 3 trained + 3 DEX), Stealth +7 (1 Rank + 3 trained + 3 DEX) UTD +5 (1 Rank + 3 trained + 1 INT), [5 per level]

LANGUAGES Prime, Common

COMBAT GEAR Sentinel pattern bone skin, DK-1 magrail rifle, 100 slag rounds, a bone knife (synthetic), DK-7 slag pistol

OTHER GEAR Sentinel uniform



KIRA LETOV BUTUROVICH**(LEVEL 5)**

CR 5, 1,600 XP

Firstborn, Sentinel 5

Medium Humanoid

ALIGNMENT: LN

FACTION: Sentinels

INITIATIVE +4, SENSES Perception +8

DEFENSE

AC 14, touch 14, flat-footed 10 (+3 DEX)

With Charged Boneskin: 19 = 10 + 5 (DEX) + 4 (Dodge)

HP 37 (5d10+5)

FORT +5, REF +5 [+7 with charged boneskin],

WILL +1 (+3 vs fear)

CONFIDENCE 5

OFFENSE

SPEED 30 ft.

MELEE Bone Knife: +7 (1d4 + 2 / 19-20 x2)

RANGED DK-8 Magrail Cannon: +11 (2d6 + 3 / 19-20 x2)

DK-7 Slag Pistol: +9 (1d8 + 2 / 19-20 x2)

With Charged Boneskin

DK-8 Magrail Cannon: +12 (2d6 + 2 / 19-20 x2)

DK-7 Slag Pistol: +11 (1d8 + 2 / 19-20)

Bone Knife: +9 (1d4 + 4 / 19-20)

Special Attacks Tactician

TACTICS

Kira moves herself into a fairly covered position and pins down enemies with her DK-8 magrail cannon. After some experience in the field working with a tactical unit, Kira is no longer worried about hitting her allies. With her boneskin charged Kira is an extremely good shot. She cannot move and fire, so getting her into a good position is an important venture, make adjustments during her phase turn.

STATISTICS

PPI 7

STR 15 (+2) [+4 with charged boneskin], DEX 18

(+4) [+4 with charged boneskin], CON 12 (+1),

INT 12 (+1) [+2 with charged boneskin], WIS 10

(+0), CHA 12 (+1)

BASE ATK +5; CMB +7 [+9 with charged

boneskin]; CMD 21 [29 with charged boneskin]

SOCIAL BONUS +3; SMB +4; SMD 15 [16 with charged boneskin]

TECH LEVEL: 1 [3 for the purposes of equipping firearms.]

FEATS Point Blank Shot, Rapid Reload, Precise

Strike, Precise Shot, Gun Nut, Weapon Focus

(magrail cannon), Mag Dog,

SKILLS Fly +12 (5 ranks + 3 trained + 4 DEX),

Knowledge (warfare) +9 (5 Rank + 3 trained + 1

INT), Perception +8 (5 ranks + 3 trained + 0 WIS),

Stealth +12 (5 Rank + 3 Misc + 4 DEX) UTD +9 (5 ranks + 3 trained + 1 INT), [5 skill ranks per level],

LANGUAGES Prime, Common

COMBAT GEAR Sentinel pattern bone skin, DK-8

magrail cannon, 100 slag rounds, a bone knife

(synthetic), DK-7 slag pistol

OTHER GEAR sentinel uniform

KIRA LETOV BUTUROVICH**(LEVEL 10)**

CR10, 9,600 XP

Firstborn, Sentinel 10

Medium Humanoid

ALIGNMENT: LN

FACTION: Sentinels

INITIATIVE +6, SENSES Perception +13

DEFENSE

AC 18, touch 16, flat-footed 10 (+6 DEX +2 natural)

With Charged Boneskin: 24 = 10 + 8 (DEX) + 4 (Dodge) + 2 (Natural)

HP 60 (10d10+10)

FORT +11, REF +12 [+14 with charged boneskin],

WILL +6 (+9 vs fear)

CONFIDENCE 10

OFFENSE

SPEED 30 ft.

MELEE Bone Knife: +13/+8 (1d4 + 3 / 19-20 x2)

RANGED DK-8 Magrail Cannon: +17/+17/+12 (2d8 + 8 / 19-20 x2)

DK-7 Slag Pistol: +15/+15/+10 (1d8 + 5 / 19-20 x2)

With Charged Boneskin:

DK-8 Magrail Cannon: +19/+19/+14 (2d8 + 8 / 19-20 x2)

DK-7 Slag Pistol: +17/+17/+12 (1d8 + 5 / 19-20x2)

Bone Knife: +15/+10 (1d4 + 5 / 19-20)

Special Attacks Tactician, Deadly Aim (-3 penalty

on ranged attack rolls, +6 damage on successful attacks)

TACTICS

Once Kira starts firing, she can slowly but surely mow down an entire field of enemies. She sits tight, usually behind some sort of cover and uses her deadly aim to add damage downfield. Her specialization in her Magrail Cannon brings down even the most hardy enemies, and her clustered shots will eventually pierce even the hardest hides.

STATISTICS

PPI 7

STR 16 (+2) [+4 with charged boneskin], DEX 22

(+4) [+4 with charged boneskin], CON 12 (+1),

INT 12 (+1) [+2 with charged boneskin], WIS 10

(+0), CHA 12 (+1)

BASE ATK +10; CMB +13 [+15 with charged

boneskin]; CMD 29 [37 with charged boneskin]

SOCIAL BONUS +7; SMB +8; SMD 18 [19 with

charged boneskin]

TECH LEVEL: 2 [4 for the purposes of equipping firearms.]

FEATS Point Blank Shot, Rapid Reload, Precise

Strike, Precise Shot, Gun Nut, Weapon Focus

(magrail cannon), Mag Dog, Slag Dog, Weapon

Specialization (Magrail Cannon), Deadly Aim,

Rapid Shot, Clustered Shots

SKILLS Fly +19 (10 ranks + 3 trained + 6 DEX),

Knowledge (warfare) +14 (10 Rank + 3 trained +

1 INT), Perception +13 (10 ranks + 3 trained + 0

WIS), Stealth +19 (10 Rank + 3 Misc + 6 DEX)

UTD +14 (10 ranks + 3 trained + 1 INT), [5 skill

ranks per level],

LANGUAGES Prime, Common

COMBAT GEAR Sentinel pattern bone skin, "Overcharged" magrail cannon, 100 slag rounds, a bone knife (synthetic), DK-7 slag pistol

OTHER GEAR Sentinel uniform

GRAFTS

Nerves: +4 bonus to Dexterity

Neuro Immuno Psycho Booster: +3 to all saves.

Sub Dermal Callosity Patches: +2 natural armor bonus.

"Overcharged"

This is a military grade magrail cannon. It's drawback is that is more technologically advanced. A Tech Level 4 magrail cannon.

KIRA LETOV BUTUROVICH**(LEVEL 15)**

CR15, 51,200 XP

Firstborn, Sentinel 15

Medium Humanoid

ALIGNMENT: LN

FACTION: Sentinels

INITIATIVE +7, SENSES Perception +13

DEFENSE

AC 22, touch 17, flat-footed 15 (+7 DEX +5 natural)

With Charged Boneskin: 28 = 10 + 9 (DEX) + 4 (Dodge) + 5 (Natural)

HP 132 (15d10+45)

FORT +17, REF +17 [+19 with charged boneskin],

WILL +10 (+13 vs fear)

CONFIDENCE 15

OFFENSE

SPEED 30 ft.

MELEE Bone Knife: +21/+16/+11 (1d4 + 6 / 19-20 x2)

RANGED "Xena" Magrail Cannon: +27/+27/+17 (2d8 + 11 / 19-20 x3)

DK-7 Slag Pistol: +24/+24/+19/+14 (1d8 + 6 / 19-20 x2)

With Charged Boneskin

"Xena" Magrail Cannon: +29/+29/+24/+19 (2d8 + 11 / 19-20 x2)

DK-7 Slag Pistol: +26/+26/+21/+16 (1d8 + 6 / 19-20x2)
 Bone Knife: +15/+10 (1d4 + 8 / 19-20)
 Special Attacks Tactician, Deadly Aim (-4 penalty on ranged attack rolls, +8 damage on successful attacks)

TACTICS

Through training and some helpful (if not tasteful) augmentations Kira has become a juggernaut of the battlefield. Throwing a hail of gunfire across the field. Her heavy lifter feat allows her to move and fire her heavy weapon once per day, so you can use that tactically to gain an advantageous position.

Her deadly aim is still one of the most powerful tools in her arsenal, able to boost her damage output by 8 per successful attack, although you take a -4 on your ranged combat rolls. With the -2 from rapid shot (already included) you actually stand a chance to miss.

STATISTICS

PPI 7
 STR 21 (+5) [+4 with charged boneskin], DEX 24 (+4) [+4 with charged boneskin], CON 16 (+3), INT 12 (+1) [+2 with charged boneskin], WIS 10 (+0), CHA 12 (+1)
 BASE ATK +15; CMB +18 [+20 with charged boneskin]; CMD 37 [45 with charged boneskin]
 SOCIAL BONUS +7; SMB +8; SMD 18 [19 with charged boneskin]
 TECH LEVEL: 4 [6 for the purposes of equipping firearms.]
 FEATS Point Blank Shot, Rapid Reload, Precise Strike, Precise Shot, Gun Nut, Weapon Focus (magrail cannon), Mag Dog, Slag Dog, Weapon Specialization (Magrail Cannon), Deadly Aim, Rapid Shot, Clustered Shots, Psychic Efficiency (Weapons), Heavy Lifter, Improved Precise Shot, Greater Weapon Focus, Point Blank Master
 SKILLS Fly +19 (10 ranks + 3 trained + 6 DEX), Knowledge (warfare) +14 (10 Rank + 3 trained + 1 INT), Perception +13 (10 ranks + 3 trained + 0 WIS), Stealth +19 (10 Rank + 3 Misc + 6 DEX),

UTD +14 (10 ranks + 3 trained + 1 INT), [5 skill ranks per level],
 LANGUAGES Prime, Common
 COMBAT GEAR Sentinel pattern bone skin, "Xena" magrail cannon, 100 slag rounds, a bone knife (synthetic), DK-7 slag pistol
 OTHER GEAR Sentinel uniform
 GRAFTS
 Extra Musculature: +4 enhancement bonus to Strength
 Nerves: +6 enhancement bonus to Dexterity
 Augmented Circulatory System: +4 enhancement bonus to Constitution
 Neuro Immuno Psycho Booster: +5 to all saves.
 Sub Dermal Callosity Patches: +5 natural armor bonus.



"Xena" Magrail Cannon:

A customized bone DK-8 Magrail cannon made by Zanatos after he had gained his veteran weaponsmith ability. A military grade, Grandmaster, Combat magrail cannon. The downside is how complicated the targeting system has become. (Technologically Advanced x3) The gun is a TL 5 magrail cannon.

If used without Zanatos in the party (or as an NPC), treat the weapon as a bone Grandmaster magrail cannon, with technologically advanced 3x.

MAGDALINE THRACIAN (LEVEL 1)

CR 1, 400 XP
 Magdaline Welshen, Qu'em (Magdaline School) 1
 Medium Humanoid
 ALIGNMENT LG
 FACTION: Welshen
 INITIATIVE +2, SENSES Perception +3

DEFENSE

AC 15, touch 15, flat-footed 13 (10 + 2 (DEX) + 3 (WIS))
 HP 14 (1d10+4)
 FORT +1, REF +4, WILL +5
 CONFIDENCE 3

OFFENSE

SPEED 30 ft
 MELEE Reaper +2 (1d6 + 3/ 20 x4) (+1 dmg with +1 PPI charge)
 Welshen War Knife +2 (1d6 + 2/ 19-20) (+1 dmg with +1 PPI charge)
 In Qu'em: Reaper +5 (9/ 20 x4) (+1 dmg with +1 PPI charge)
 Welshen War Knife +5 (8/ 19-20) (+1 dmg with +1 PPI charge)

TACTICS

Enter Qu'em, charge weapon and war tokens with PPI, stab the cowardly ranged weapon users first, target groups.

BASE STATISTICS The following are Thracian's statistics without PPI invested or the Qu'em style active.

Perception +3
 AC: 12, touch 12, flatfooted 10
 CMD 14

STATISTICS

PPI 5
 STR 14 (+2), DEX 15 (+2), CON 12 (+1), WIS 17 (+3), INT 10 (+0), CHA 10 (+0)
 BASE ATK +0; CMB +2; CMD 17
 SOCIAL BONUS +0; SMB +0; SMD 10
 TECH LEVEL: 1
 FEATS Toughness
 SKILLS Acrobatics +6, Linguistics +1
 LANGUAGES: Welshen, Common
 SQ Masque Trained, Military Training, Weapon Familiarity
 Class Features: AC Bonus, Qu'em, Reaper Style

COMBAT GEAR Reaper, Welshen War Knife;
 OTHER GEAR Qu'em outfit (worth 10 R)

MAGDALINE THRACIAN (LEVEL 5)

CR 5, 1,600 XP
 Magdaline Welshen, Qu'em (Magdaline School) 5
 Medium Humanoid
 ALIGNMENT LG
 FACTION: Welshen
 INITIATIVE +2 (phase 2 when in Qu'em),
 SENSES Perception +4

DEFENSE

AC 18, touch 18, flat-footed 16 (10 + 2 (DEX) + 5 (WIS) + 1 AC Bonus)
 HP 42 (5d10+10)
 FORT +2, REF +6, WILL +9
 CONFIDENCE 20
 Defensive Abilities ; Early Path

OFFENSE

SPEED 30 ft. (40 ft. in Qu'em)
 MELEE Reaper +6 (1d6 + 4/ 20 x4) (+1 dmg with +1 PPI charge)

Welshen War Knife +7 (1d6 + 3/ 19-20) (+1 dmg with +1 PPI charge)
Skull Gauntlet +6 (1d4 + 3/ x2, grapple)
In Qu'em: Bone Scythe +9 (11/ 20 x4) (+1 dmg with +1 PPI charge)
Welshen War Knife +10 (10/ 19-20) (+1 dmg with +1 PPI charge)
Skull Gauntlet +9 (10/ x2, grapple) (+1 dmg with +1 PPI charge)

TACTICS

Enter Qu'em, charge weapon and war tokens with PPI, stab the cowardly ranged weapon users first, target groups, use skull gauntlet on those who try to get away.

BASE STATISTICS The following are Thracian's statistics without PPI invested or the Qu'em style active.

Perception +4
AC: 12, touch 12, flatfooted 10
WIS 18 (+4)
CMD 18
Acrobatics +10

STATISTICS

PPI 5
STR 14 (+2), DEX 15 (+2), CON 12 (+1), WIS 18 (20) (+5), INT 10 (+0), CHA 10 (+0)
BASE ATK +3; CMB +6; CMD 23
SOCIAL BONUS +3; SMB +3; SMD 13
TECH LEVEL: 1
FEATS Furious Focus, Toughness, Power Attack, Weapon Focus (Welshen War Knife)
SKILLS Acrobatics +10 (+12 for early path), Knowledge (Welshen) +7, Linguistics +1
LANGUAGES Welshen, Common
SQ Masque Trained, Military Training, Weapon Familiarity
Class Features: AC Bonus, Disruptive Qu'em, Early Path, Qu'em, Reaper Style, Uncanny Dodge

COMBAT GEAR Skull Gauntlet, Reaper, Welshen War Knife;
OTHER GEAR qu'em outfit (worth 10 R), War Token of a Qu'em (+2 WIS and Acrobatics), War Token of a Warrior (+1 on attack and damage rolls)

MAGDALINE THRACIAN (LEVEL 10)

CR 10, 9,600 XP
Magdaline Welshen, Qu'em (Magdaline School) 7/
Mercenary 3
ALIGNMENT LN
FACTION: Grave Robbers
INITIATIVE +3 (phase 2 when in Qu'em),
SENSES Perception +6

DEFENSE

AC 20, touch 20, flat-footed 17 (10 + 3 (DEX) + 6 (WIS) + 1 AC Bonus)
HP 79 (10d10+20)
FORT +6, REF +9, WILL +12
CONFIDENCE 40
Defensive Abilities ; Early Path

OFFENSE

SPEED 30 ft. (40 ft. in Qu'em)
MELEE Reaper +12/+7 (1d6 + 5/ 20 x4) (+1 dmg with +1 PPI charge)
Welshen War Knife +13/+8 (1d6 + 4/ 19-20) (+1 dmg with +1 PPI charge)
Skull Gauntlet +12/+7 (1d4 + 4/ x2, grapple)
In Qu'em: Bone Scythe +18/+13 (14/ 20 x4) (+1 dmg with +1 PPI charge)
Welshen War Knife +19/+14 (13/ 19-20) (+1 dmg with +1 PPI charge)
Skull Gauntlet +18/+13 (12/ x2, grapple)

TACTICS

Enter Qu'em, charge weapon and war tokens with PPI, stab the cowardly ranged weapon users first, target groups, use skull gauntlet on those who try to get away.

BASE STATISTICS The following are Thracian's statistics without PPI invested or the Qu'em style active.

Perception +4
AC: 13, touch 13, flatfooted 10
WIS 18 (+4)
CMD 23
Acrobatics +16

STATISTICS

PPI 5
STR 14 (+2), DEX 16 (+3), CON 12 (+1), WIS 18 (22) (+6), INT 10 (+0), CHA 10 (+0)
BASE ATK +8; CMB +10; CMD 30
SOCIAL BONUS +5; SMB +3; SMD 13
TECH LEVEL: 1
FEATS Furious Focus, Toughness, Necrotech Efficiency (Weapon), Outflank, Power Attack, Skill Focus (Acrobatics), Weapon Focus (Welshen War Knife)
SKILLS Acrobatics +16 (+20 for early path), Knowledge (Welshen) +7, Linguistics +1
LANGUAGES Welshen, Common
SQ Masque Trained, Military Training, Weapon Familiarity
Class Features: AC Bonus, Black Market Contacts, Disruptive Qu'em, Early Path 2/round, Evasion, Nose for Trouble, Qu'em, Reaper Style, Uncanny Dodge

COMBAT GEAR Reaper, Welshen War Knife;
OTHER GEAR qu'em outfit (worth 10 R), War Token of a Qu'em (+4 WIS and Acrobatics), War Token of a Warrior (+2 on attack and damage rolls), Snare Courser Trophy (+4 bonus to CMB/ CMD for and against trip and grapple attempts), War Token of a Hunter +2 (ignores 2 DR)

MAGDALINE THRACIAN (LEVEL 15)

CR 15, 51,200 XP
Magdaline Welshen, Qu'em (Magdaline School) 7/
Mercenary 8
ALIGNMENT LN
FACTION: Grave Robbers
Medium Humanoid
INITIATIVE +3 (phase 2 when in Qu'em),
SENSES Perception +7

DEFENSE

AC 21, touch 21, flat-footed 18 (10 + 3 (DEX) + 7 (WIS) + 1 AC Bonus)
HP 117 (15d10+30)
FORT +9, REF +10, WILL +14
CONFIDENCE 60
Defensive Abilities; Early Path

OFFENSE

SPEED 30 ft. (40 ft. in Qu'em)
MELEE Reaper +17/+12/+7 (1d6 + 6/ 20 x4) (+1 dmg with +1 PPI charge)
Welshen War Knife +18/+13/+8 (1d6 + 8/ 19-20) (+1 dmg with +1 PPI charge)
Skull Gauntlet +17/+12/+7 (1d4 + 4/ x2, grapple)
In Qu'em: Bone Scythe +24/+19/+14 (16/ 20 x4) (+1 dmg with +1 PPI charge)
Welshen War Knife +25/+20/+15 (18/ 19-20) (+1 dmg with +1 PPI charge)
Skull Gauntlet +24/+19/+14 (15/ x2, grapple)

TACTICS

Enter Qu'em, charge weapon and war tokens with PPI, stab the cowardly ranged weapon users first, target groups, use skull gauntlet on those who try to get away.

BASE STATISTICS The following are Thracian's statistics without PPI invested or the Qu'em style active.

Perception +4
AC: 13, touch 13, flatfooted 10
WIS 18 (+4)
CMD 23
Acrobatics +16

STATISTICS

PPI 5
STR 14 (+2), DEX 17 (+3), CON 12 (+1), WIS 18 (24) (+7), INT 10 (+0), CHA 10 (+0)
BASE ATK +13; CMB +18; CMD 35
SOCIAL BONUS +11; SMB +11; SMD 21
TECH LEVEL: 1
FEATS Cleave, Critical Focus, Furious Focus, Greater Weapon Focus (Welshen War Knife), Improved Critical (Welshen War Knife), Necrotech Efficiency (Weapon), Outflank, Power Attack, Skill Focus (Acrobatics), Toughness, Weapon Focus (Welshen War Knife), Weapon Specialization (Welshen War Knife)
SKILLS Acrobatics +27 (+33 when using early path), Knowledge (faction) +17, Linguistics +1
LANGUAGES Welshen, Common
SQ Masque Trained, Military Training, Weapon Familiarity

Class Features: AC Bonus, Black Market Contacts, Disruptive Qu'em, Early Path 2/round, Evasion, Nose for Trouble, Qu'em, Reaper Style, Uncanny Dodge

COMBAT GEAR Reaper, Welshen War Knife;
OTHER GEAR qu'em outfit (worth 10 R), War Token of a Qu'em (+6 WIS and Acrobatics), War Token of a Warrior (+3 on attack and damage rolls), Snare Courser Trophy (+6 bonus to CMB/CMD for and against trip and grapple attempts), War Token of a Hunter +4 (ignores 4 DR)

JANIS ONEDAY (LEVEL 1)

CR 1, 400 XP
Exile Magpie 1
ALIGNMENT CG
FACTION: Unaligned
Medium Humanoid
INITIATIVE +1, PHASE 2, SENSES Perception +3

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 DEX)
HP 11 (1d8+3)
FORT +1, REF +3,
WILL +5
CONFIDENCE 3

Defensive Abilities ;
D'jek: Lucky Save, Follow the Road

OFFENSE

SPEED 30 ft.
RANGED Derringer: +1 (1d6/ 20 x3)
Special Attacks

TACTICS

Janis stays towards the fringes of melee combat, usually between 10 and 20 feet away from the enemy. This gives him the benefit of being able

to shoot with his comically short range weapon, and also be able to spend t'jek points to boost the rolls of his allies if need be.

Note:

If Janis does not have any t'jek in his pool he does not act in phase order.

STATISTICS

PPI 5
STR 12 (+1), DEX 12 (+1), CON 17 (+3), INT 12 (+1), WIS 17 (+3), CHA 10 (+0)
BASE ATK +0; CMB +1; CMD 12
SOCIAL BONUS +0; SMB +0; SMD 11
TECH LEVEL: 0
FEATS Point Blank Shot, Precise Shot



SKILLS Disable Device +5 (1 rank + 3 trained + 1 DEX), UTD +5 (1 rank + 3 trained + 1 CHA), Sleight of Hand +5 (1 rank + 3 trained + 1 DEX) [3 skill ranks per level]

LANGUAGES Common, Old World, Exile Specific (Ridden)

SQ T'jek Pool 4

COMBAT GEAR 2 derringers 25 bullets

JANIS ONEDAY (LEVEL 5)

CR 5, 640 XP
Exile Magpie 5
ALIGNMENT CG
FACTION: Unaligned
Medium Humanoid
INITIATIVE +1, PHASE 2, SENSES Perception +4

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 DEX +2 Natural)
HP 46 (5d8+20)
FORT +4, REF +4, WILL +8
CONFIDENCE 15
Defensive Abilities ; D'jek: Lucky Save, Follow the Road, Uncanny Dodge, Rhythm of the Universe

OFFENSE

SPEED 30 ft.
RANGED Derringer: +5 (1d6/ 20 x3)
Special Attacks Single Target Rube Goldberg Machine Reflex Save DC 16 5d6 damage.
Multi-Target Rube Goldberg Machine Reflex Save DC 16, 10 damage.

TACTICS

Janis' positioning does not change very much here, but remember that after getting the Rhythm of the Universe talent you can pretend to have the evasion class feature when avoiding things like grenades or other area effects. With the introduction of his Rube Goldberg Machine class feature he also has a semi-expensive strong attack ability.

Note:

If Janis does not have any t'jek in his pool he does not act in phase order.

STATISTICS

PPI 5
STR 12 (+1), DEX 12 (+1), CON 17 (+3), INT 12 (+1), WIS 18 (+4), CHA 10 (+0)
BASE ATK +3; CMB +4; CMD 15
SOCIAL BONUS +2; SMB +2; SMD 13
TECH LEVEL: 0
FEATS Point Blank Shot, Precise Shot, Toughness, Lightning Reflexes, Weapon Focus (derringer)
SKILLS Disable Device +9 (5 ranks + 3 trained + 1 DEX), UTD +9 (5 ranks + 3 trained + 1 CHA), Sleight of Hand +9 (5 ranks + 3 trained + 1 DEX) [3 skill ranks per level]
LANGUAGES Common, Old World, Exile Specific (Ridden)
SQ T'jek pool 9
D'jek: Improve Luck, Lucky Save, Follow the Road

COMBAT GEAR 2 derringers 25 bullets;
OTHER GEAR
GRAFTS:
Sub Dermal Callosity Patches: +2

JANIS ONEDAY (LEVEL 10)

CR 10, 600 XP
Exile Magpie 10
ALIGNMENT CG
FACTION: Unaligned
Medium Humanoid
INITIATIVE +6, PHASE 2, SENSES Perception +6

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 DEX +2 Natural + 5 armor)
HP 98 (10d8+50)
FORT +11, REF +10, WILL +14
CONFIDENCE 30
Defensive Abilities ; D'jek: Lucky Save, Follow the Road, Uncanny Dodge, Rhythm of the Universe

OFFENSE

SPEED 30 ft.
RANGED Derringer: +5 (1d6/ 20 x3)
Special Attacks Single Target Rube Goldberg Machine Reflex Save DC 21 10d6 damage.
Multi-Target Rube Goldberg Machine Reflex Save DC 21 20 damage.
Lucky Shot: Spend 1 t'jek point to reroll a failed critical confirmation roll.

TACTICS

Janis has a lot of hit points, and the ability to be in the thick of things. He can use his Rube Goldberg Machine to nuke a single target or deal a static amount of damage over a group of cratures, but be warned. The Rube Goldberg machine can be a huge drain on your T'jek pool, judging the amount of t'jek to keep in reserve to give to allies is of critical importance. Also Lucky shot can be a big save on your t'jek pool if you're willing to risk it rather than push for a guarantee. Remember, rhythm of the Universe can save your life.

STATISTICS

PPI 5
STR 12 (+1), DEX 14 (+2), CON 18 (+4), INT 12 (+1), WIS 22 (+6), CHA 10 (+0)
BASE ATK +7; CMB +8; CMD 19
SOCIAL BONUS +5; SMB +5; SMD 16
TECH LEVEL: 0 (+2 for the purposes of equipping armor)
Feats Point Blank Shot, Precise Shot, Toughness, Lightning Reflexes, Weapon Focus (derringer), Ability Focus (Rube Goldberg Machine), Improved INITIATIVE, Ten Targets, Light Armor Proficiency, Armor Fanatic,
SKILLS SKILLS Disable Device +15 (10 ranks + 3 trained + 2 DEX), UTD +14 (10 ranks + 3 trained + 1 CHA), Sleight of Hand +15 (10 ranks + 3 trained + 2 DEX) [3 skill ranks per level]
LANGUAGES Common, Old World, Exile Specific (Ridden)
SQ T'jek pool 16
D'jek: Improve Luck, Lucky Save, Follow the Road

COMBAT GEAR 2 derringers 25 bullets; Darksuit (armor)

GRAFTS:

Sub Dermal Callosity Patches: +2 natural armor bonus to AC
Nerves: +2 enhancement bonus to Dexterity
White Matter: +4 enhancement bonus to Wisdom
Neuro Immuno Psycho Booster +3 resistance bonus to saves.

JANIS ONEDAY (LEVEL 15)

CR 15 51,200 XP
Exile Magpie 15
ALIGNMENT CG
FACTION: Unaligned
Medium Humanoid
INITIATIVE +6, PHASE 3, SENSES Perception +6

DEFENSE

AC 25, touch 14, flat-footed 21 (+4 DEX +5 Natural + 6 armor)
HP 146 (15d8+75)
FORT +14, REF +16, WILL +21
CONFIDENCE 45
Defensive Abilities ; D'jek: Lucky Save, Follow the Road, Uncanny Dodge, Improved Uncanny Dodge
Rhythm of the Universe: As an immediate action spend 1 t'jek point to have evasion vs 1 effect.

OFFENSE

SPEED 30 ft. Fly SPEED 30ft.
MELEE: Derringer +13 (1d6 + 1B / 19-20 x3)
RANGED Derringer: +16 (1d6 + 1/ 20 x4)
Special Attacks Single Target Rube Goldberg Machine Reflex Save DC 23 15d6 damage.
Multi-Target Rube Goldberg Machine Reflex Save DC 23 30 damage.
Lucky Shot

TACTICS

Janis has a lot of hit points, and the ability to be in the thick of things. He can use his Rube Goldberg Machine to nuke a single target or deal a static amount of damage over a group of cratures, but be warned. The Rube Goldberg machine can be a huge drain on your T'jek pool, judging the amount of t'jek to keep in reserve to give to allies is of critical importance. If you are unsure of what to do, use Two Moves ahead to fake a plan. Just spend 1 T'jek point hang out and then interrupt someone else's turn.

Note:

If Janis does not have any t'jek in his pool he does not act in phase order.

STATISTICS

PPI 5
STR 12 (+1), DEX 18 (+2), CON 18 (+4), INT 12 (+1), WIS 24 (+7), CHA 10 (+0)
BASE ATK +11; CMB +12; CMD 27
SOCIAL BONUS +7; SMB +7; SMD 18 -2
Position categories on worlds with stigma against body modifications.
TECH LEVEL: 0 (+2 for the purposes of equipping armor)
Feats Point Blank Shot, Precise Shot, Toughness, Lightning Reflexes, Weapon Focus (derringer), Ability Focus (Rube Goldberg Machine), Improved Initiative, Ten Targets, Light Armor Proficiency, Armor Fanatic, Marksman, Master Marksman, Range Burst, T'jek Guru:
SKILLS SKILLS Disable Device +22 (15 ranks + 3 trained + 4 DEX), UTD +19 (15 ranks + 3 trained + 1 CHA), Sleight of Hand +22 (15 ranks + 3 trained + 4 DEX) [3 skill ranks per level]
LANGUAGES Common, Old World, Exile Specific (Ridden)
SQ T'jek pool 27
Two Moves Ahead, D'jek: Improve Luck, Lucky Save, Follow the Road

COMBAT GEAR 2 derringers 25 bullets; Darksuit (armor)

GRAFTS:

Sub Dermal Callosity Patches: +5 natural armor bonus to AC
Nerves: +6 enhancement bonus to Dexterity
White Matter: +6 enhancement bonus to Wisdom
Neuro Immuno Psycho Booster +5 resistance bonus to saves
Wings
Tail

“Old Lucky” A grandmaster derringer that Janis had commissioned. Has brittle, and longer stock to compensate. If used with Zanatos, only has longer stock.

SILVIA WATANABE (LEVEL 1)

CR 1, 400 XP
 Corewolder Psychic 1
 ALIGNMENT NG
 FACTION: Grave Robbers
 Medium Humanoid
 INITIATIVE +1, PHASE 1, SENSES Perception +5, see thoughtscape

DEFENSE

AC 13, touch 11, flat-footed 10 (+2 Armor, +1 DEX)
 HP 9 (1d8+1)
 CONFIDENCE 6 (1x1+5)
 FORT +1, REF +1, WILL +3
 CONFIDENCE 6

OFFENSE

SPEED 30ft
 MELEE Dagger +0 (1d4+0 19-20x2)
 RANGED Dagger +1 (1d4+0 19-20x2)
 Special Attacks Legion Lock (+3 vs touch AC)

TACTICS

If engaged in combat Silvia attempts to Legion Lock the most dangerous piece on necrotech, if unable to do so then she flees, her dagger is a last resort.

STATISTICS

PPI 13
 STR 10, DEX 12, CON 12, INT 17, WIS 12, CHA 15
 BASE ATK +0; CMB +0; CMD 11
 SOCIAL BONUS +0; SMB +0; SMD 17
 TECH LEVEL: 1
 Concentration: +4
 Feats Mental Efficiency Training, Confident
 Psychic talents Legion Lock
 SKILLS Craft (necrotech) +7, Knowledge (psionics) +7, Knowledge (Space) +7, Linguistics +7, Perception +5, UTD +7



LANGUAGES Common, Prime, Welshen, Old World, Rummey, mill com, Northern Old World, Southern Old World, Rimm'en, Humm, Sentinel Handsign, Universal Sign Language, Ghoul Speak, Coptic, Old English

COMBAT GEAR; Dagger, Civilian Armor
 OTHER GEAR, Outfit, Traveler's, 47R

SILVIA WATANABE (LEVEL 5)

CR 5, 1,600 XP
 Corewolder Psychic 5
 ALIGNMENT NG
 FACTION: Grave Robbers
 Medium Humanoid
 INITIATIVE +1, PHASE 1, SENSES Perception +9 see thoughtscape

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 DEX +4 armor) PR 12
 HP 31 (5d8+5)
 FORT +2, REF +2, WILL +5
 CONFIDENCE 12

OFFENSE

SPEED 30 ft
 MELEE Dagger +3 (1d4+0/19-20x2)
 RANGED Pistol +5 (1d6+4/x3)
 Special Attacks legion lock (+7 vs touch AC)

TACTICS

If engaged in combat Silvia attempts to Legion Lock the most dangerous piece on necrotech, if not then she attempts to engage targets with her pistol, keeping at least two range increments away from the most dangerous target if these tactics prove ineffective then she flees, her dagger is a last resort.

BASE STATISTICS Without PPI invested in her weapons or armor Silvias statistics are as follows. -2 damage on her pistol.

STATISTICS

PPI 13
 STR 10, DEX 12, CON 12, INT 18, WIS 12, CHA 15
 BASE ATK +3; CMB +3; CMD +14
 SOCIAL BONUS +2; SMB +4 (+6 vs barter);
 SMD 20 (22 vs barter)
 TECH LEVEL: 1
 Concentration: +9
 Feats Mental Efficiency Training, Confident, Martial Weapon Proficiency (Pistol), Psychic Efficiency: Weapons, Point Blank shot
 Psychic talents Legion Lock, Hack
 SKILLS: Craft (necrotech) +12, Knowledge (psionics) +12, Knowledge (Space) +12, Linguistics +12, Perception +9, UTD +12

LANGUAGES Common, Prime, Welshen, Old World, Rummey, mill com, Northern Old World, Southern Old World, Rimm'en, Humm, Universal Sign Language, Ghoul Speak, Coptic, Old English, Hebrew, New Latin, Billo, Bil'ah, Yorkey

SQ multitasking

COMBAT GEAR Masterwork bone pistol, Dagger, Bullet Weave
 OTHER GEAR Business Attire (+2 barter) Knitter Colonies (4), 273 R

SILVIA WATANABE (LEVEL 10)

CR 10, CR 10,600 XP

Corewolder Psychic 5

ALIGNMENT NG

FACTION: Grave Robbers

Medium Humanoid

INITIATIVE +3, PHASE+1, SENSES Perception

+9 See thoughtscape, blindsense 10 ft

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 DEX +4 armor +5 psychic)

HP 58 (10d8+10)

FORT +8, REF +10, WILL +12

CONFIDENCE 19

OFFENSE

SPEED 30 ft

MELEE weapon name (1d4+0/ 19-20*2)

RANGED Pistol (1d6+4/x3)

Special Attacks Legion Lock (+13 vs touch AC)

Zerospike, Brain Bomb (DC 23)

TACTICS

If engaged in combat Silvia attempts to Legion Lock the most dangerous piece on necrotech, if not then she tries to brainbomb the most dangerous target or zero spike the target with the most PPI. If these tactics prove ineffective then she attempts to engage targets with her pistol, keeping at least two range increments away from the most dangerous target. If these tactics prove ineffective then she flees, her dagger is a last resort.

BASE STATISTICS Without PPI invested in her weapons or armor Silvias statistics are as follows AC17, -4 damage on her pistol.

without her Business Attire she loses her bonuses to barter maneuvers and has 15 total Confidence

STATISTICS

PPI 14

STR 10, DEX 16, CON 13, INT 22, WIS 12, CHA 15

BASE ATK +7; CMB +7; CMD 18

SOCIAL BONUS +5; SMB +7; SMD 23

TECH LEVEL: 1

Concentration: +16

Feats Mental Efficiency Training, Confident, Martial Weapon Proficiency (Pistol), Point Blank shot, Psychic Efficiency: Weapons, Precise Shot, Shark Senses, Goulsh, Psychic Domination
Psychic talents Legion Lock, Hack, Zerospike, Brain Bomb

SKILLS Craft (necrotech) +12, Knowledge (psionics) +12, Knowledge (Space) +12, Linguistics +12, Perception +9, UTD +12

LANGUAGES Common, Prime, Welshen, Old World, Rummey, mill com, Northern Old World, Southern Old World, Rimmèn, Humm,+10 more
SQ Multitasking 2

COMBAT GEAR; Body modification: Gray Matter (No complication), Body modification: Nerves (No complication), Body modification: Neuro-immuno-psycho booster package (No complication).

Booster Package +4 (No complication) Masterwork bone pistol, bone bullet weave,

OTHER GEAR

Business Attire (+2 barter, +4 confidence) Knitter Colonies (4) 853R

SILVIA WATANABE (LEVEL 15)

CR 15, 51,200 XP

Corewolder Psychic 5

ALIGNMENT NG

FACTION: Grave Robbers

Medium Humanoid

INITIATIVE +3, PHASE 1, SENSES Perception +19, see thoughtscape, Blindsense 10 ft

DEFENSE

AC 30, touch 14, flat-footed 26(+4 Armor, +4 dex, +7 psychic +5 natural) PR 25

HP 130 (15d8+60)

FORT +14, REF +15, WILL +15

CONFIDENCE 24

Evasion 1/day

OFFENSE

SPEED 30 ft

MELEE Dagger (1d4+0/ 19-20x2)

RANGED Bone Skin (1d6+4/x3)

Special Attacks Legion Lock (+18 vs touch AC)

TACTICS

If flanked she will attempt to invest two PPI in the Mental Barrier feat rendering her immune to flanking. If engaged in combat Silvia attempts to Legion Lock the most dangerous piece on necrotech, if not then she tries to brainbomb the most dangerous target or zero spike the target with the most PPI. If these tactics prove ineffective then she attempts to engage targets with her pistol, keeping at least two range increments away from the most dangerous target. If these tactics prove ineffective then she flees, her dagger is a last resort.

Base statistics Without PPI invested in her weapons or armor Silvias statistics are as follows AC 23, -4 damage on her pistol.

STATISTICS

PPI 15

STR 10, DEX 19, CON 18, INT 24, WIS 12, CHA 15

BASE ATK +11; CMB +11; CMD 24

SOCIAL BONUS +7; SMB +9 (+11 vs barter);

SMD 26 (26 vs barter)

TECH LEVEL: 1

CONCENTRATION: +21

FEATS Mental Efficiency Training, Confident, Martial Weapon Proficiency (Pistol), Point Blank shot, Psychic Efficiency: Weapons, Precise Shot, Shark Senses, Goulsh, Psychic Domination, Body Over Mind, Mental Barrier, Sensitivity Field, Psychic Efficiency: Armor, Improved Precise Shot
Psychic talents Legion Lock, Hack, Brain Bomb, Zerospike, Psychic Shielding

SKILLS Craft (necrotech) +22, Knowledge

(psionics) +22, Knowledge (Space) +22,

Linguistics +22, Perception +19, UTD +22,

LANGUAGES Common, Prime, Welshen, Old

World, Rummey, Rimmèn, Hebrew, New Latin,

Billo, Bil'ah, Yorkey, Esperanto, Lowsperanto, Engi,

Shyspeak, Teff

SQ Multitasking 3, Bulletproof

COMBAT GEAR

Body modification: Greater Gray Matter (No complication), Body modification: Greater Nerves (No complication), Body modification: Neuro-immuno-psycho booster package+4 (No complication). Booster Package +5 (No complication) Masterwork bone pistol, bone bullet weave, Body modification, Subdermal callosity patches +5 (No complication), Body Modification, Augmented Circulatory System Greater (No complication)

OTHER GEAR Business Attire(+2 barter, +4 confidence), Knitter Colonies (4), 8,210R

OTHER NPCS

Bellow are a few other NPCs who are neither alien or iconics that might be fun to slip into your game.

SENTINEL GHOUL, MASS-PRODUCED

CR 2

600 XP

N Medium humanoid (augmented) (sentinel 3)

INIT +2

SENSES Perception -3

DEFENSE

AC 14 [Touch: 12] [Flat-Footed: 12] (+2 DEX, +2 armor)

HP 22 (3d10 + 6)

[FORT +4] [REF +3] [WILL -2]

IMMUNITY mindless

OFFENSE

Speed 30 ft.

MELEE Assault Rifle (used as a club) +1 (1d6+2)

RANGED Assault Rifle +5 (2d8+2/19-20 x2, 80 ft)

SQ Staggered, Integrated Weapon (assault rifle)

STATISTICS

STR 14 (+2), DEX 15 (+2), CON 13 (+1), INT 5 (-3), WIS 5 (-3), CHA 5 (-3)

BASE ATK +3, (CMB +2), (CMD 14)

FEATS Automatic Murder Machine, Paired

Opportunists, Toughness, Weapon Focus (magrail)
SKILLS none
RACIAL MODIFIERS Bonus Feat

ECOLOGY

ENVIRONMENT any
ORGANIZATION solitary, gang (2-6), lurch (7-12 plus 1 5th level necromancer or psychic controller)
TREASURE gear (Civilian armor, Assault Rifle), value (10,500 R)

Mass-produced ghouls are usually harvested from the bodies of fallen sentinels. They are packaged and shipped all across Ewgee space, used as unfeeling muscle for the Necromancers' Guild and anyone willing to pay their exorbitant fees. In a grim mockery of their former glory, these (relatively) cheaply produced servants are dressed in civilian-issue armor and given an assault weapon that is incorporated into one forearm.

STREET GHOUL, GUARDIAN

CR 5
800 XP
N Medium humanoid (augmented) (stalker 6)
INIT +3
SENSES Perception -3

DEFENSE

AC 20 [Touch: 13] [Flat-Footed: 17] (+3 DEX, +7 armor)
HP 45 (6d8 + 18)
[FORT +4] [REF +8] [WILL -1]
IMMUNITY mindless
Defensive Abilities evasion

OFFENSE

Speed 20 ft.
MELEE Sabersaw +10/+5 (1d8+3 plus 1 bleed)
RANGED submachine gun +9/+4 (2d6/18-20 x2, 40 ft)
SQ body modification (adrenal augmentation), cybernetic enhancement, hyper-adrenal response, integrated weapons (sabersaw, submachine gun)

STATISTICS

STR 16 (+3), DEX 16 (+3), CON 15 (+2), INT 5 (-3), WIS 5 (-3), CHA 5 (-3)
BASE ATK +6, (CMB +9), (CMD 22)

FEATS Sawtooth Saber Strike, Toughness, Quickdraw, Weapon Focus (Sabersaw)
SKILLS none
Class Features Distracting strike, Mark Target 1/day (+2 damage)
RACIAL MODIFIERS Bonus Feat

ECOLOGY

ENVIRONMENT any
ORGANIZATION solitary, watch (2-4), procession (5-8 plus 1 5th level necromancer or psychic controller)
TREASURE gear (Deathhead armor, sabersaw, submachine gun) value (25,750 R)

Guardian ghouls are used as the quiet (though certainly not silent) protectors of sensitive areas controlled by the Necromancers' Guild. They usually commanded to stand silently in place unless an intruder approaches. They normally stand ready with a submachine gun and a wicked sabersaw folded back across one forearm. They are skillful creations by a master ghoul-crafter made from deceased assassins or hired killers whose bodies just so happened to become the property of the Necromancers' Guild after their demise...

SECURITY AGENT

CR 5, 1,600 XP
Coreworlder Fighter 5
ALIGNMENT CN
FACTION: Varies
Medium Humanoid
Initiative +2, SENSES +1 Perception

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 DEX)
HP 42 (5d10+5)
FORT +5, REF +3, WILL +2 (+3 vs fear)
CONFIDENCE 5

OFFENSE

SPEED 30 ft.
RANGED shotgun +9 (1d10+3/18-20 x2 20 ft. range increment)

TACTICS

Get close to targets, open fire, rapid shot when dealing with a difficult opponent. Try not to shoot the boss' stuff.

STATISTICS

PPI 5
STR 14, DEX 15, CON 13, INT 11, WIS 13, CHA 10
BASE ATK +5; CMB +7; CMD 19
SOCIAL BONUS +2; SMB +2; SMD 12
Tech Level: 1
FEATS Deadly Aim, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Focus (shotgun), Weapon Specialization (shotgun)
SKILLS Climb +6, Knowledge (Ewgee) +5
LANGUAGES Common
CLASS FEATURES Armor Training 1, Bravery +1, Weapon Training 1 (firearms)

COMBAT GEAR paramilitary armor, shotgun;
OTHER GEAR none

Armed personnel are a common sight in high security areas. Money talks and hired muscle is always willing to listen. Grave robbers are frequently confronted with security agents and the engagements often end badly for one or both parties. This has created a great deal of animosity between the two groups.

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