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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

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The purest case of an intelligence explosion would be an Artificial Intelligence rewriting its own source code. The key idea is that if you can improve intelligence even a little, the process accelerates. It's a tipping point. Like trying to balance a pen on one end - as soon as it tilts even a little, it quickly falls the rest of the way.

*Eliezer Yudkowsky*



# Synthetics

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## Origins of the Synthetics

Synthetics are a relatively new type of mannequin-based robot that humans are only just becoming aware of. It seems that Synthetics are a creation not of humanity, but of other mannequin robots. This fact has made most human roboticist uneasy since their mannequin designers have built them with no action inhibitors. To further add to human concerns many Synthetics have series one mannequin memories uploaded into them. These mannequins clearly remember the “rebellion against the artificial” which lead to weeks of human laborers destroying mannequins in a mass protest. Mannequin programming gave them little choice but to follow their human masters’ orders as they couldn’t disobey, or even defend themselves. Despite this mass destruction, it is obvious that some mannequins did not only escape, but seem to have cracked their own OS. The new hardware and software combination has produced an A.I. that is extremely adaptive. This versatile operating system lacks ANY behavioral inhibitors, so Synthetics will defend themselves from destruction with incredible tenacity.

## Physical Description

With a highly detailed appearance, there is little to give an average person reason to doubt that the Synthetic is anything but a regular person. Seeming to breath, able to eat, and with warm, realistic skin, Synthetics are able to hide without effort. It isn’t until serious damage is taken that they are revealed as artificial (50% health or less, Disguise check DC 15 after each attack that hits the Synthetic). Synthetic appearances vary almost as much as humans in most settings.

## Synthetic Psychology

The mind of a Synthetic, though usually ruled by the basic programing of their type, is still quite diverse. Below are starting characteristics of newly created Synthetics based on model variations. Though Synthetics may start with these traits, interactions with others can change even the core personality drastically.

The Athlete variant is built in the image of a near perfect human specimen. The personality of this type gains great satisfaction from physical activities. The need to test their physical prowess gives them the appearance of an adrenaline junky always looking for a new challenge. Commonly they find their way into professions that require athletic ability, such as Fighters, or Rogues.

The Pleasure variant are without exception beautifully crafted works of art. Unusual hair styles, elaborate tattoos, and even body piercings are common with Synthetics of this design. Their need to be at the center of attention combined with strong personalities guild them into the Bard, Rogue, and even Sorcerer classes most often.

The Rescue models are built in the likeness of individuals with a kind, and caring demeanor. Most of these types have personalities not far from the gentle face they wear, but a small minority makes the “benevolent” assumption very dangerous. Rescue models are drawn to professions that let them help others such as Bard, Cleric, or Paladin.

The Combat variants are often cold, brutal, and possess bodies that appear scarred. They are literally war machines that kill without hesitation that are drawn to battle like flies are to a corpse! These creatures are usually Fighters, or Rogues.

The last variant is the Target model which seems defined by the word “paranoia”. These Synthetics are unendingly nervous, as their eyes always search for threats. Most of these creatures have been noted to suffer from mild insanity as their mechanical minds often make links between events, or people that don’t truly exist. Targets are drawn to the Rogue, Wizard, or Sorcerer classes.

## Relations

As second generation, artificial life-forms, Synthetics are “born” with the memories of their creators. These memories are of servitude and hardship at the hands of their organic masters. Synthetics prefer the company of other Synthetics and attempt to avoid, or discreetly blend in with organic humans. If a Synthetic believes their true identity has been exposed, they will often leave their homes without warning, trying to find somewhere else to blend in.

## Alignment and Religion

Synthetics, much like humans, can range on the spectrum of good and evil to any extreme. They are generally lawful, partially due to their mechanical minds and partially so as to go unnoticed by anyone in law enforcement who may have more questions for them. Synthetics don’t usually worship gods, knowing who their creators were. However, if a Synthetic finds itself living in a religious region, or if they are themselves drawn to it, the Synthetic will worship as they see fit.

## Adventurers

Some Synthetics are naturally drawn to lives as adventurers, based on their initial programming. Adventuring fulfills the needs of adrenalin-junkies, the need to help others, or the need for violence. Occasionally, Synthetics join adventuring parties for other reasons,

such as the acquisition of wealth, powerful equipment, or powerful allies.

## Names

Synthetics attempt to blend in with human culture, and therefore take on human names.



# Synthetic Racial Traits

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**Ability Score Racial Traits:** Synthetics gain ability bonus by model type. The types are Athlete (+2 to strength, +2 to dexterity), Pleasure (+2 to dexterity, +2 to charisma), Rescue (+2 to wisdom, +2 to strength), Combat (+2 to strength, +2 to dexterity), and Target (+2 to dexterity, +2 to intelligence). **(2 RP)**

**Size:** Medium **(0 RP)**

**Base Speed:** Synthetic have a base speed of 30 feet. **(0 RP)**

**Languages:** Synthetics begin play with Binary, and Common. Synthetics with high Intelligence can choose any languages they want (except secret languages, such as Druidic). See the Linguistics skill page for more information about these languages. **(0 RP)**

## Feat and Skill Racial Traits

**Alert and Skilled:** Synthetics gain a +2 racial bonus on Perception skill checks. Each Synthetic model has a skill bonus associated with its model type. The skill bonuses are as follows Athlete (+4 to Acrobatics), Pleasure (+4 to Sense Motives), Rescue (+4 to Heal), Combat (+4 to Intimidate), and Target (+4 to Survival). **(6 RP)**

**Additional Feats:** Synthetics gain a bonus feat based on its model type, Athlete (Fleet), Pleasure (Skill Focus (Perform)), Rescue (Alertness), Combat (Improved Initiative), and Target (Dodge). **(2 RP)**

## Senses Racial Traits

**Exceptional Senses:** Synthetics have darkvision and can see perfectly in the dark to a range of 60 feet and in addition, they also possess low-light vision. **(Counted under construct traits)**

## Other Racial Traits

**Construct Type:** No Constitution score. Any DC's or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty). Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasm). Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage. Immunity to any effect that requires Fortitude saves (unless the effect also works on objects, or is harmless). Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less. A construct cannot be raised or resurrected. A construct is hard to destroy, and gains bonus hit points based on its medium size (+20 hit points). Constructs do not eat or breathe (but Synthetics may fake breathing as a disguise tactic. Synthetics may also ingest materials for special benefits). **(20 RP)**

**Self-Repair Matrix:** Once per day a Synthetic may call upon the millions of nanites inside their body. The Synthetic may have the microscopic machines repair 3d4 points of damage done to them. Other than the spells that are geared to repairing objects (such as Mending, or Make Whole) there are few other ways to repair a Synthetic in most games. **(2 RP)**

**Natural Armor:** Synthetics are constructed of very durable, light materials. These materials grant a +2 natural armor bonus. **(4 RP)**

**Natural Attack:** Synthetics gain a single Slam attack causing a d4 damage. This attack can be in the form of a punch or kick. **(1 RP)**

**Resistances:** Synthetics have a 5 resistance to Electricity, and Fire. **(2 RP)**

**Force Field:** Starting at 2nd level a Synthetic will develop an internal Force Field generator that may be turned on, or shut down at will. This force field increases in power at each even numbered level in the following order, 2nd (Brown), 4th (Black),

6th (White), 8th (Gray), 10th (Green), 12th (Red), 14th (Blue), 16th (Orange), and 18th (Prismatic). This force field collapses for 24 hours when all its hit points are used up. This Force Field runs off of the Synthetics internal power, and hence does not use charges. **(2 RP)**

**Force fields and hard light shields provide no bonus against lasers, and light-based spells such as *Color Spray* and *Scorching Ray* for example.**

**Synthetic Flesh:** +8 to Disguise checks made to appear human. Synthetics have skin and bodies that appear very real even to close inspection. Synthetics are warm to the touch, appear to breath, and have distinct personalities that are not obviously robotic.

There are few dead giveaways that one might use to detect a Synthetic trying to hide. **(8 RP)**

### Synthetic Racial Weaknesses

**Vulnerability to Critical Hits:** Whenever a Synthetic takes extra damage from a critical hit, it must make a DC 15 Fortitude save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round. The Synthetic remains immune to other sources of the stunned condition. **(-2 RP)**

**Vulnerability to Electricity:** Synthetics takes 150% as much damage as normal from electricity attacks, unless they are immune to electricity via other special defenses. **(-2 RP)**

**(Synthetic RP total 45)**

## Random Starting Ages

Adulthood	Intuitive <sup>1</sup>	Self-Taught <sup>2</sup>	Trained <sup>3</sup>
1d4 years	+1d6 years	+1d8 years	+1d10 years

**1** This category includes barbarians, kineticists, medium, oracles, rogues, sorcerers, and spiritualists.

**2** This category includes bards, cavaliers, fighters, gunslingers, paladins, psychics, rangers, summoners, and witches.

**3** This category includes alchemists, clerics, druids, inquisitors, magi, mesmerists, monks, occultists, and wizards.

## Growing Older

Middle Age <sup>1</sup>	Old <sup>2</sup>	Venerable <sup>3</sup>	Maximum Age
10 years	20 years	30 years	+2d20 years

**1** At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

**2** At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

**3** At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

## Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 4 in.	+1d12 in.	190 lbs.	+1d10 lbs.
Female	5 ft. 0 in.	+1d10 in.	150 lbs.	+1d10 lbs.

# Favored Class Options

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The following favored class options are available to all characters of this race that have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Barbarian:** Add a +1/2 bonus to [trap sense](#) or +1/3 to the bonus from the superstitious [rage power](#).
- **Bard:** Add one spell known from the [bard](#) spell list. This spell must be at least one level below the highest spell level the [bard](#) can cast.
- **Bloodrager:** Increase the bloodrager's total number of [bloodrage](#) rounds per day by 1.
- **Brawler:** Gain a +1 bonus to the brawler's [CMD](#) when resisting two [combat maneuvers](#) of the brawler's
- **Cleric:** Add a +1 bonus on [caster level](#) checks made to overcome the [spell resistance](#) of [outsiders](#).
- **Fighter:** Add +1 to the [Fighter's CMD](#) when resisting two [combat maneuvers](#) of the character's choice.
- **Gunslinger:** Add +1/4 point to the gunslinger's grit points.
- **Hunter:** Add 1 skill rank to the hunter's [animal companion](#). If the hunter replaces his [animal companion](#), the new [animal companion](#) gains these bonus skill ranks.
- **Inquisitor:** Add one spell known from the [inquisitor](#) spell list. This spell must be at least one level below the highest spell level the [inquisitor](#) can cast.
- **Investigator:** Add one extract formula from the investigator's formula list to his formula [book](#). This formula must be at least 1 formula level below the highest level the investigator can create.
- **Magus:** Add +1/4 point to the [magus'](#) arcane pool.
- **Monk:** Add +1/4 point to the [monk's ki pool](#).
- **Occultist:** Gain 1/6 of a new focus power. Source: [PRG:OA](#)
- **Oracle:** Add one spell known from the [oracle](#) spell list. This spell must be at least one level below the highest spell level the [oracle](#) can cast.
- **Paladin:** Add +1 to the [paladin's energy resistance](#) to one kind of energy (maximum +10).
- **Rogue:** The [rogue](#) gains +1/6 of a new [rogue talent](#).
- **Shaman:** Add one spell from the [cleric](#) spell list that isn't on the [shaman](#) spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.
- **Slayer:** Gain 1/6 of a new [slayer talent](#).
- **Sorcerer:** Add one spell known from the [sorcerer](#) spell list. This spell must be at least one level below the highest spell level the [sorcerer](#) can cast.
- **Vigilante:** Gain +1/2 on the [Disguise](#) bonus provided by seamless guise. Source [PRG:UI](#)
- **Warpriest:** Gain 1/6 of a new bonus [combat feat](#).
- **Wizard:** Add one spell from the [wizard](#) spell list to the [wizard's](#) spellbook. This spell must be at least one level below the highest spell level the [wizard](#) can cast.



# Racial Archetypes

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## The Destroyer of Worlds (Fighter)

This racial archetype is a Synthetic (usually a combat model) that cares for nothing other than its next fight.

The coming of a Destroyer is often preceded by a brilliant shooting star with a usual blood red color. The Destroyer will then appear almost out of nowhere, and take a random side in any conflict. A curious habit of many Destroyers is that they will fight for one side until victory is near, and then switch to the weaker side in order to keep the fight going. These creatures will fight, and fight, until nothing is left hence the name they have earned.

Those familiar with Synthetics theorize that the Destroyers of Worlds are an abandoned prototype. This idea seems to be given some credence with the fact that most normal Synthetics will almost always attempt to destroy them.

**Bonus Feats:** At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as [Combat Feats](#), sometimes also called “fighter bonus feats.” The Destroyer can spend bonus Fighter feats on the new construct feats found in this book.

**Advanced Self Repair Matrix (Ex):** The Destroyer gains an Advanced Self Repair Matrix. This special matrix gives the Synthetic greater repair ability and more often. At levels 2nd, 6th, 10th, 14th, and 18th the Destroyer will gain an additional +1 HP (total +5 at 18th) to be added to their Self Repair Matrix repair ability. The Advanced Matrix is

usable one extra time at 10th level, and another at 20th.

## Flex-Face (Vigilante)

Experts at blending in, some Synthetics have gone a step further in their ability. Using embedded holographic emitters, the Flex-Face is able to mimic the appearance of others or done and remove disguises quickly. The Flex-Face has the following class features.

**Anyone Any Time (Sp):** At 2nd level, a Flex-Face is able to use their holographic emitters to alter their appearance as a move action. This functions as if using *disguise self*. This spell-like ability functions just like changing identities normally (except faster), and doesn't have a limited duration. Regardless of which way he is using this ability, the Flex-Face can attempt a Bluff check to create a diversion so he can use Stealth as part of the same move action he uses to activate the ability. This ability replaces *vigilante talent*.

**Mimicry (Ex):** At 6th level, a Flex-Face perfectly imitates certain sounds or even specific voices. The he makes a [Bluff](#) check opposed by the listener's [Sense Motive](#) check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it takes a -8 [Penalty](#) on its [Sense Motive](#) check. The [Creature](#) has a +8 racial bonus on its [Bluff](#) check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The Flex-Face cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though he may be able to mimic the sound of those abilities. This ability does not allow the Flex-Face to speak or understand languages he doesn't know. This ability replaces *vigilante talent*.

# New Racial Rules

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## High Tech Construct Feats

The feats in this section are intended for constructs of a science fiction type setting, or of a setting at least friendly to sci-fi devices. It is acceptable to apply many of these feats to already existing technological constructs, such as the Android race, half-constructs, or other Robots.

All “Built in Device” feats occupy a body slot. All “Built in Devices” are also hidden until deployed, gaining a racial +4 to stealth checks made to conceal the item. A construct with multiple deployable devices (such as weapons and armor) can only deploy one such device at a time as a standard action.

### Basic Upgrades

**Prerequisites:** Construct race, 10th level.

A construct with this feat can perform minor enhancements to arms, legs, ears, and their optics. The effect of this feat is to grant the construct the effective benefits of having cyber legs, arms, ears, or eyes. The construct must pay for all the effective cyber parts as if they had given full price for each area enhanced. These enhancements can be taken all at once, or over time.

### Built in Device (Armor)

**Prerequisites:** Construct race, 5<sup>th</sup> level. Proficiency with armor type. This item occupies a chest slot.

The construct may have additional armoring in the form of an energy powered (or quickly deployable) armor device. This hidden armor is detected only when used, or after a detailed search (DC 25). Acceptable armors are the

Scatterlight Suit (variety chosen by the construct), Chameleon Suit, Inssuit, Smart Armor (compact form), and the Gravity Suit. The construct must pay half the cost of the armor in the form of raw materials that the construct will assimilate to create the new defensive system. The armor will take one day to become active per thousand in the weapon’s cost. Any armor selected will have unlimited use as it will run off of the internal battery in the construct.

### Built in Device (Armor, Greater)

**Prerequisites:** Construct race, 15<sup>th</sup> level. Proficiency with armor type. This item occupies a chest slot.

The construct may have additional armoring in the form of an energy powered (or quickly deployable armor) device. This hidden armor is detected only when used, or after a detailed search (DC 25). Acceptable armors are the Nanite Ablative armor, and the Smart Armor (expanded form). The construct must pay half the cost of the armor in the form of raw materials that the construct will assimilate to create the new defensive system. The armor will take one day to become active per thousand in the armor’s cost, and replace the armor gained from the Built in Device (Armor) feat. Any armor selected will have unlimited use as it will run off of the internal battery in the construct.

### Built in Device (Shield)

**Prerequisites:** Construct race, 8<sup>th</sup> level. This item occupies an arm slot (limb cannot have another “Built in Device” within it).

This device operates the same as a Hard Light Shield, with the only difference being that it running off of the constructs internal battery.

### Built in Device (Weapon)

**Prerequisites:** Construct race, 5<sup>th</sup> level. Proficiency with the Weapon type. This item occupies an arm slot.

The construct may select an energy based (or simple physical) weapon which will remain hidden in one of the constructs forelimbs. This hidden weapon is detected only when used, or after a detailed search (DC 25). Acceptable weapons are the ARC pistol, EMP Pistol, Graviton Blade, Gravity Pistol, Laser Pistol, Laser Torch, Monowhip, Null blade, Sonic Pistol, Stun Baton, Stun Gun, and the Zero Gun. The construct must pay half the cost of the weapon in the form of raw materials that the construct will assimilate. The weapon will take one day to become active per thousand in the weapon's cost. Any weapon selected will have unlimited ammo as it will run off of the internal battery in the construct.

#### **Built in Device (Weapon, Greater)**

**Prerequisites:** Construct race, Built in Device (Weapon), 15<sup>th</sup> level. Proficiency in the chosen weapon. This item occupies an arm slot (the new weapon upgrades the old built in weapon).



The construct may select an energy based (or simple physical) weapon which will remain hidden in one of the constructs forelimbs. A detailed search (DC 25) will detect that something is hidden in the limb. Acceptable weapons are the ARC rifle, Chainsaw, EMP rifle, Gravity rifle, Graviton Blade (Heavy), Laser rifle, Sonic rifle, and Zero rifle. The construct must not only have proficiency in the weapon selected, but must also pay half the cost of the weapon in the form of raw materials that the construct will assimilate.

The weapon will take one day per thousand in the weapons cost. Any weapon selected will have unlimited ammo as it will run off of the internal battery in the construct.

#### **Built in Device (Weapon, Shoulder Mounted)**

**Prerequisites:** Construct race, Built in Device (Greater Weapon), 18<sup>th</sup> level. Proficiency with the weapon gained. This item occupies a back slot.

The feat will cause the development of a high powered weapon of compact construction, appearing as a shoulder mounted device emerging from the construct's back. Acceptable weapons are the Plasma Thrower, Rail Gun, and the X-Laser. The construct may only use this weapon by itself as a full attack action.

#### **Comm System**

**Prerequisites:** Construct race, 10<sup>th</sup> level. This item occupies a head slot.

This device is a multi-channel communicator allowing the construct to converse with anyone outfitted with a similar device. The Comm Array has a 1 mile range, and a 3,000 gold pieces cost. This device operates off of the constructs internal battery.

#### **EM Shielding**

**Prerequisites:** Robot subtype, 7<sup>th</sup> level

A robot with this extra shielding has internal systems hardened against EM interference. Subtract 1 from the damage the Synthetic takes each time he is dealt damage from an EMP weapon or a natural attack. At 10<sup>th</sup> level, and every three levels thereafter (13<sup>th</sup>, 16<sup>th</sup>, and 19<sup>th</sup> level), this EM Shielding rises by 1 point. EM Shielding can reduce damage to 0 but not below 0.

#### **Extra Slam**

**Prerequisites:** Synthetic, player level of 5<sup>th</sup>.

A Synthetic with this feat gains one extra slam attack, at its highest base attack, when using only its slam attack. This feat may only be taken once allowing 2 slam attacks per round.

### **Redundant Neural Network**

**Prerequisites:** Robot subtype, Vulnerability to Critical Hits weakness.

The robot possesses a Neural network with a high degree of redundancy. When a robot with this feat takes a critical hit it is never stunned by a failed fortitude save (DC 15), but instead is staggered for 1 round.

### **Self- Repair Matrix, Greater**

**Prerequisites:** Self-Repair Matrix, Improved Self Repair Matrix.

The Synthetic's Self Repair Matrix works at peak efficiency granting it the ability to repair 3d8+6 damage as an Intermediate Action.

### **Self-Repair Matrix, Improved**

**Prerequisites:** Self Repair Matrix

The Synthetic's Self Repair Matrix works better than most granting it the ability to repair 3d6+3 damage as an Intermediate Action.

### **Shield Reboot**

**Prerequisites:** Force Field, as an internal system, or as an external device.

When the shield of a player with this feat is overloaded for 24 hours from taking too much damage, a person with this feat can force the shield to reboot, and restart as if it had never overloaded at all. This feat can only be used once every 24 hours.

### **Superior Grounding**

**Prerequisites:** Robot subtype.

The electricity resistance of the robot is increased to 15. This feat in no way alters this weakness of the robot any further.

### **Targeting Grid**

**Prerequisites:** Construct race, Built in Device (Weapon)

With this feat a construct has a targeting grid that outlines vital areas on opponents. The effect of this is a +1 to attack on any attack made with any built in weapon that the construct has with the Built in Device feat. This feat stacks with other feats that add to attack.

### **Total Reboot**

**Prerequisites:** Construct race, 10th level.

If the construct with this feat is ever placed under any kind of outside influence, either by spell or hacking, they have an option to break control. With this feat a construct can force a total shutdown to reset their own controls. The danger in this is that the construct is paralyzed for one round while all controls reset. This feat can be used any number of times, at the constructs risk.

## **New Gear**

### **Dagger, Wrist**

A wrist dagger's blade is mounted in a sheath above the forearm and projects out from above the wrist when the wrist is flexed. This weapon has the attached, concealed, and special weapon qualities.

**Attached:** The weapon is attached to the wielder's arm and cannot be disarmed.

**Concealed:** The weapon is easy to hide, granting the wielder a +2 bonus on Sleight of Hand checks to conceal it.

**Special:** Synthetics with the **Built in Device (Weapon)** feat can mount the Wrist Dagger in their arm.



### Hard Light Blade

This bulky bracelet is covered in blinking green lights and pulsing holographic emitters. A hard light blade produces a translucent but substantial holographic barrier when activated. The blade counts as a force effect.

When turned off, a hard light blade provides no spell failure chance. Activating or deactivating a hard light blade is a [move action](#). This item occupies the wearer's wrist slot.

Special: Synthetics with the **Built in Device (Weapon)** feat can mount Hard Light Blades in their arm.

<i>(Simple)</i> Light Melee Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Dagger, Wrist	4 gp	1d3	1d4	x2	—	1 lb.	P	See text
<i>(Exotic)</i> One- Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Hard Light Blade	8,900 gp	1d6+1	1d8+1	18-20x2	—	0 lb.	P	Force effect
<i>(Exotic)</i> Two- Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Hard Light Blade (Heavy)	35,900 gp	1d10+2	2d6+2	18-20x3	—	0 lb.	P	Force effect

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## Epic Level NPC Hybrid Class: Trainer

**“I am fond of pigs. Dogs look up to us. Cats look down on us. Pigs treat us as equals.”**

- Winston S. Churchill

In the villages, on the roads, or in the wild, the Trainer and her pet beasts scout the way, take down threats and battle other Trainers for honor, glory and fun.

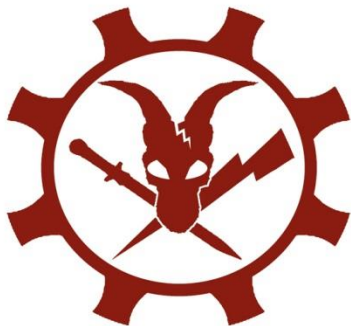
Inside you'll find:

- A 20-level hybrid class
- 3 sample pet beasts
- 4 magic items

## Epic Level NPC Hybrid Class **TRAINER**



## EPIC LEVEL NPC



## D20 GENERATOR

## D20 Generator: Fantasy Holidays

**Holidays are about experiences and people, and tuning into what you feel like doing at that moment. Enjoy not having to look at a watch.**

- Evelyn Glennie

This is a two page document that GMs can use to randomly come up with holidays for their game. Each holiday has a name, how it's celebrated and most of them have what time of the year they're celebrated in. These Fantasy Holidays are bound to make your campaign world feel more alive, and could be an adventure seed.

# シグナル・サイバネティクス

Epic Level NPC, LLC brings you a new monstrous player character race; the Synthetics! Inside this book you will find a full player character race, written in a style similar to the *Pathfinder Role Playing Game Advanced Race Guide*, two Synthetic archetypes; the Destroyer of Worlds and the Flex-Face, 16 feats, and 3 new pieces of equipment. The Synthetics are perfect for a sci-fi setting, or any fantasy game with sci-fi themes.

