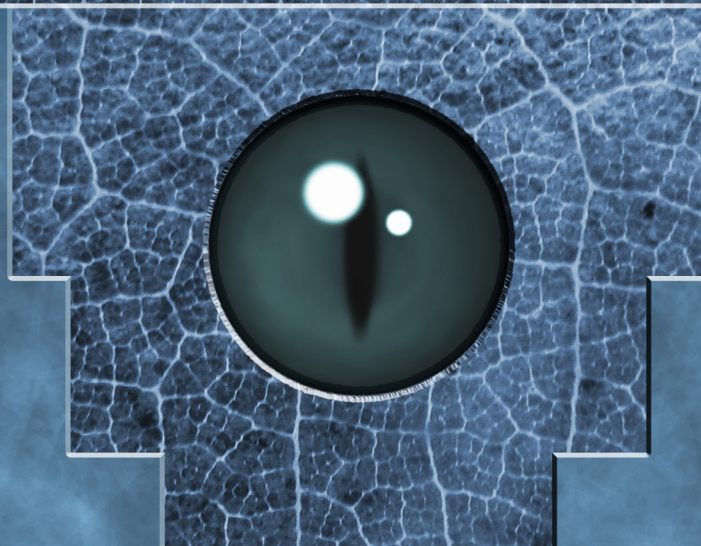


NECROPUNK

Welshe





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~ EFFICIENT DEATH ~

"Three seconds to drop it."

"Two seconds to kill you."

"It'll take lon-"

The flash of the knife slit the security officer's throat with the kind of grace that only years of training could develop. The ensuing spray of blood was accompanied by a sick little twisting of the knife that severed the brainstem.

"Rut'en b'shook! Needed him to open the door!" The child-sized man yelled as he slid to a prone position and let slag fly at the pursuers.

"His body is still intact. Was I correct in assuming that is what you need, Captain Hemingway of Tau Ceti?"

The dwarf grumbled something under his breath as he held up the lifeless hand of the guard and placed it on the nearby bioscanner.

"No vitals found." A pair of lips on the wall enunciated with perfect diction under a sultry feminine tone.

"You killed him too soon!"

"My soldier killed him efficiently." A bald old welshen said, stepping over the pile of dead bodies. The air of command and confidence this wrinkled old wardog had about him hit Hemingway and impressed upon him the kind of force he had hired to raid this crypt. The three bare-chested qu'em he brought with him had secured the room and disposed of the bodies in under a minute.

"Yes, Magda'shen, but I needed him alive." The half-sized grave robber chided back, blowing a bit of the heat from the barrel of his magrail.

"Tor'kek!" Thundered the paternal man. Presently the qu'em who had butchered the guard stepped forward and gave a stiff nod. "You killed this man before his usefulness was decided. Your contributions cut has been reduced by 15% and in addition 5% more will be deduced due to your inefficient use of motion that resulted in that cut on your arm."

"Yes Magda'shen!" Barked the shirtless qu'em who bowed and stepped back to the protection of his peers before tending to the slash on his arm. Hemingway thought to himself that the little slip up cost the man a year's pay where he was from and he had taken it like a slap on the wrist. In truth, all Hemingway could read on the overzealous qu'em was shame at having been tagged by one of the turrets that guarded this door. All Hemingway could do was

shake his head and sign before setting his mind to the problem at hand.

"Well, how are we going to get the door open? Don't suppose you brought any explosives."

"Explosives Captain Hemingway of Tau Ceti? You do not need explosives. Just men. Az'tak!"

The leader of the welshen, Hemingway had hired to do this dirty work gave a swift hand signal and his subordinates jammed their wickedly curved bone knives, still wet with blood, into the durasteel door and carved a perfectly round hole in it before stepping back to allow the small man to walk though.

"I guess when you hire welshen... you hire the best."

"No, Captain Hemingway... you hire the most efficient."

-A Grave Robber's Tale, Willaim Hemingway

The life of a welshen is hard, violent, but full of spiritual rewards. You are embraced by a strong culture who can trace its roots back for generations. However, your pride and traditions are constantly at war with an evolving universe who sees you as barbaric and backwards. You must learn to balance the needs of your family against your own needs in a universe that is hostile to you just for being born. With your knife at your side and courage in your heart you stand fearlessly against the onslaught of the Ewgee's imperialist aggressions. However, a welshen never stands alone... he stands with an entire race of proud warriors at his back!

ARCHETYPES

H'DEVVEL

An Archetype for Wild Cards in the Necropunk Campaign Setting

A h'devvel is a special caste that exists within the Welshen Empire. As the society has dedicated itself to strict efficiency, it was decided that they needed to be those who could see beyond that which was "efficient" and remember that which is beautiful. h'Devvel are taken at a young age and go through training that purges them of all thoughts beyond the purely esoteric and artistic.

Unique in the entire empire, they serve as a counterpoint to the hard bitten ultra-utilitarian advisors. There are very few of them, perhaps a dozen in an entire homefleet. They exist so the Welshen do not forget their humanity. They are the revered philosophers, musicians, and artists who often leave home fleets on journeys of self discovery.

ARTISTIC INSPIRATIONS:

A h'devvel of 2nd level is a living work of art. They speak cryptically, offering sagacious advice that is meant to inspire the hearts of men. To represent this, a h'devvel gains 2 "inspiration" points at 2nd level. He gains 2 additional points at every level after 2nd.

Inspiration points may be used to grant a bonus to a single creature. This inspiration lasts for 24 hours, at which point the h'devvel regains the inspiration point. A h'devvel must speak with or otherwise inspire this creature for at least 1 minute. At the end of that minute, the h'devvel must make an inspire social maneuver against that creature. If the h'devvel succeeds, the creature is inspired by the words of the h'devvel. If the maneuver fails, the h'devvel does not lose the point, but that creature can not be inspired by that h'devvel for 24 hours.

Unless otherwise stated, the cost of an inspiration is equal to the total bonus granted by the inspiration.

At 2nd level a h'devvel can inspire courage in an ally. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects, and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every 6 h'devvel levels thereafter, this bonus increases by +1 to a maximum of +4 at 17th level.

At 4th level a h'devvel can inspire competence in an ally. The ally gets a +2 competence bonus on skill checks with a particular skill. This bonus increases by +1 for every four levels the h'Devvel has attained beyond 4th (+3 at 8th, +4 at 12th, +5 at 16th, and +6 at 20th).

At 6th level a h'devvel can inspire reflection within an ally. The ally gets a +2 competence bonus on all social maneuvers. This bonus also applies to that creature's SMD against that maneuver. This bonus increases by +1 for every four levels the h'devvel has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th).

At 10th level a h'devvel can inspire greatness in his ally. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of abilities that are Hit Dice dependent.

Inspiration Cost: 5

This replaces the genius class feature of the wild card.

SOCIAL WILD CARD:

A h'devvel is a gentle creature who has explored the esoteric and the abstract, rather than the cold and the logical. He designs novel, holistic, atypical approaches rather than typical. He is not efficient, by design, in order to keep the Welshen from having too narrow of a view. To represent this, he gains the base attack bonus progression of a diplomat but also the social bonus progression of one as well.

PERFORMING ARTIST (EX):

A h'devvel gains a bonus on inspiration social maneuvers and Perform checks equal to half his h'devvel level.

This replaces the well versed class feature of the wild card.

Artist's Grace:

A h'devvel instead uses his Charisma instead of using his Intelligence in place of his Strength or Dexterity for the deadly cunning and calculated maneuvers the wild card class features.

MASQUE

An Archetype for Diplomats in the Necropunk Campaign Setting

The often hotheaded magdaline clan has an order of truly emotionless administrators who represent them at meetings. When not engaged in diplomatic affairs, they serve as level-headed advisors to battlefield commanders and leaders. Almost all magdaline study the art of Masque when they are young, but few pursue it as a career.

MAGDALINE DIPLOMAT:

A masque has the BAB progression of a wild card but also the social bonus of one.

NON-BIASED COMPUTATION (EX):

At 3rd level a masque can think in a fashion that strips him of all but the most basic psychological biases. He is aware of his biases and experiences in the same way that an artist is aware of the tools of his craft. He is able to perceive these biases in others as well, even when the person themselves is not aware of it. This deciphering allows him to utilize his Intelligence rather than his Charisma for all social maneuvers (and associated rolls where Charisma is used).

This replaces the diplomat's social bonus feat gained at 3rd level.

HYPER-RATIONALITY (EX):

A masque is trained to help instill a sense of courage by rationalizing and explaining things people are fearful of. Through their sagacious insight and cold logic, they can calm the emotions in others. In place of the bolster and restore hope abilities that diplomat normally gains, he gains the following ability he can use with his moral support class feature:

- Rationalize: All targets are immune to fear effects when within 30 ft of a masque who utilizes this moral support ability. At 6th level and every 4 levels thereafter, the masque also grants a bonus to Will saves. This bonus is equal to his Intelligence modifier at 6th level and improves by +1 every 4 levels thereafter.
- Mind Shield: All targets within 30 ft of the masque gain a Psi Resistance equal to 10 + masque level while this moral support is in effect.

REK'EL

An Archetype for Diplomats in the Necropunk Campaign Setting

Members of the Magdavuul who clean up after a battle. The honored scavengers of the universe. They have formed very tightly regulated mini-companies called "rek'els" that "sell" the recovered material back to their representative.

SALVAGE (EX):

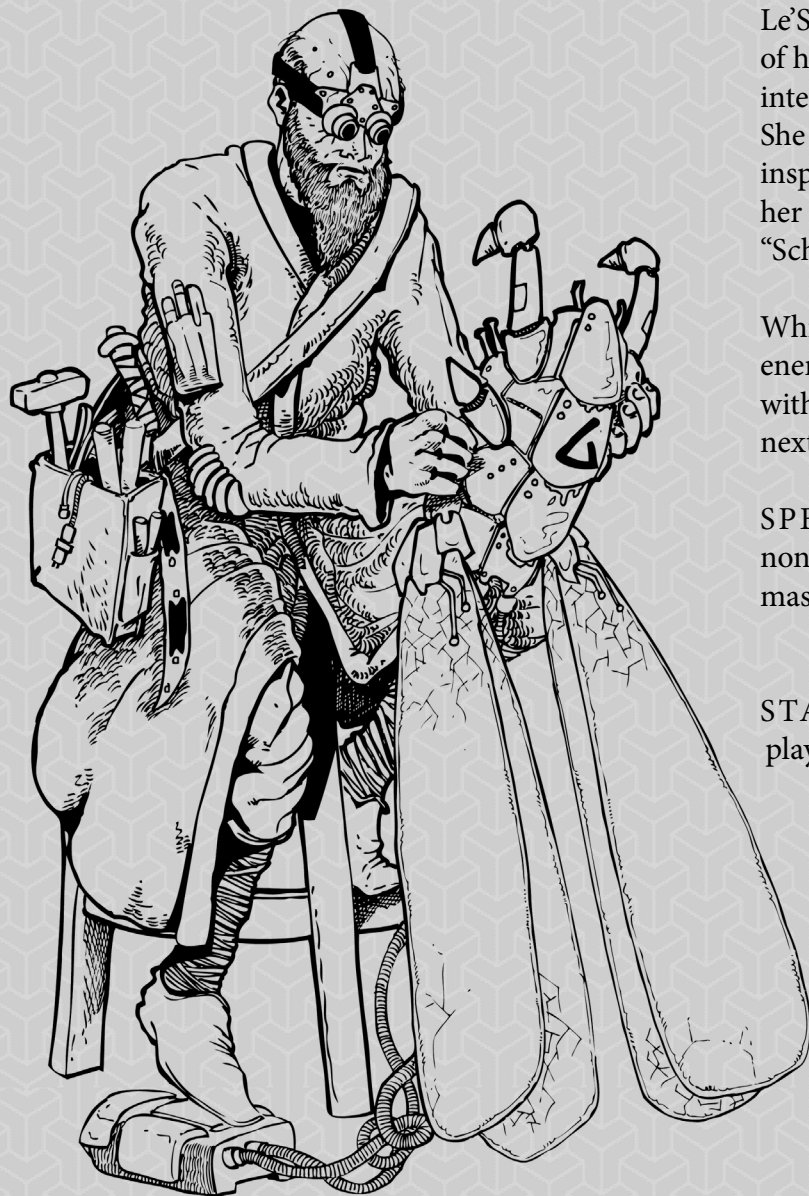
At 6th level, a rek'el can reduce gear to spare parts quickly and efficiently. Spare parts are undeclared parts that can be used to craft equipment. Scrap is worth 75% of the piece of equipment salvaged. He can convert 100 R of material into 75 R of scrap per minute of uninterrupted work. He may convert no more than 2,000 R x his rek'el level per day using this class feature. Equipment created using any scrap material is called "rebuilt" equipment. Rebuilt equipment cannot be salvaged again.

When a rek'el of 10th level reduces gear down to scrap parts, he recovers 100% of the R value rather than 75%. At 18th level this becomes 150% of the base value. (In effect this would allow a rek'el to strip a new ship down to its basic parts and rebuild it 50% better with the base parts. It just takes a long time.)

This replaces the progresses an engineer gains at 6th and 14th level.

BOFFIN (EX):

Once per day at 2nd level, as a full round action, a rek'el can change one of his existing progresses on his magnum opus to any other that he qualifies for. At 8th level and every 6 levels thereafter a rek'el can do this one additional time per day. This replaces the necrotech efficiency class feature of the engineer.


**SCHOOL OF THE CRYING BIRDS
(LE'SARA QU'EM)**

*An Archetype for Qu'em in the Necropunk
Campaign Setting*

What we know of efficiency is that it is he who uses the least energy to accomplish a given result, not simply he who spends the least energy. The school of crying birds brings overwhelming force to the battlefield in order to efficiently destroy an opponent. It's name was derived from a welshen qu'em who, in her youth, worked on a Garden World. She spent her days in quiet relaxation watching the birds. She admired the way their wings flapped in tandem, never breaking from that rhythmic pattern. So natural was the motion that she could only find herself transfixed by the beauty. This girl, who would someday be known as h'devvel Le'Sara, carried that image with her for the rest of her life. She became trained as a h'devvel, but interestingly became a qu'em in her later years. She melded the natural grace of the bird and inspiration that her training as a h'devvel granted her into an artistic form of qu'em known as the "School of the Crying Birds".

While some cite it as having too much wasted energy in its movements, a true master is never without a well placed blade. Each move sets up the next, like the steps of a dance.

SPECIAL: A le'sara qu'em begins play with two non-masterwork bone knives in place of one masterwork bone knife.

STARTING WEALTH: A le'sara qu'em begins play with two non-masterwork bone knives

BIRD WINGS:

At 1st level, a qu'em from the school of the crying birds gains the Two-Weapon Fighting feat as a bonus feat, regardless of whether he meets the prerequisites. This feat only functions if he is wielding bone knives. In addition, he may use his Dexterity bonus, to a maximum of 1/2 his qu'em level (minimum +1), in place of his Strength bonus for the purposes of attack and damage rolls. This replaces the qu'em's pure qu'em school class feature.

ARTISTIC QU'EM:

A qu'em of this school uses Perform (dance) in place of Acrobatics for his early path class feature. In addition a qu'em of this school loses Acrobatics from his list of class skills but gains Perform (dance) in it's place.

HURRICANE FLIGHT (EX):

At 5th level, a qu'em from the school of the crying birds gains the Improved Two-Weapon Fighting feat as a bonus feat, regardless of whether he meets the prerequisites. This feat only functions if he is wielding bone knives.

This replaces a qu'em's honorable knife class feature.

FLAPPING OF 1,000 WINGS (EX):

At 9th level, a qu'em from the school of the crying birds gains the Greater Two-Weapon Fighting feat as a bonus feat, regardless of whether he meets the prerequisites. This feat only functions if he is wielding bone knives.

This replaces a qu'em's honed skill class feature.

WING SWEEP (EX):

At 13th level, a qu'em from the school of the crying birds who successfully avoids an attack with his early path class feature from a creature within an area he threatens can make an attack as an immediate action with his off-hand weapon at his highest base attack bonus against the target who missed him.

This replaces a qu'em's blade dancer class feature.

RAPTOR RHYTHM (EX):

At 17th level, a qu'em from the school of the crying birds gains a +4 to attack rolls for each previous successful attack he makes during a full attack action. Missing resets this bonus to a +0. This replaces a qu'em's master of the knife class feature.

SCHOOL OF THE GOLDEN LION

An Archetype for Qu'em in the Necropunk Campaign Setting

"Roar mighty lion and let those who fear you stand aside so that you might challenge the truly brave who remain in your path."

-Lectures on Youth, Kip'dek Fe'Shex

Members of the school of the golden lion are qu'em who disregard their defensive capacities to better their offensive ones. While primarily a style practiced by the fe'shex, it has recently been influenced heavily by the magdaline.

GOLDEN FLEECE (EX):

At 1st level qu'em of the golden lion school can wear light and medium armor while utilizing qu'em. A qu'em of this school cannot use the early path class feature. A qu'em of the golden lion school is proficient with light, medium, and heavy armor. Additionally while in qu'em a golden lion may invest his bonus PPI in either his weapon or his armor.

This replaces the qu'em's early path and AC bonus class features.

FANGS OF THE HUNTER (EX):

At 1st level qu'em of the golden lion school can utilize bone claws or unarmed strikes while using his qu'em style. He gains improved unarmed strike as a bonus feat.

This replaces the qu'em's pure qu'em school class feature.

GOLDEN LION QU'EM (EX):

While in qu'em a golden lion qu'em adds his full wisdom modifier to damage, regardless of his qu'em level. In addition this bonus increases by + 1 at fourth level and every 4 qu'em levels thereafter, up to a maximum of +4 at 20th level.

This modifies the qu'em class feature.

DISTRACTING STRIKE (EX):

At 2nd level, each time the qu'em successfully strikes a target in melee and deals damage, that target takes a cumulative -1 penalty on attack rolls for one round. This penalty may not exceed the qu'em's wisdom modifier.

This replaces the qu'em's first use of early path.

HONORABLE KNIFE (EX):

At 5th level the qu'em must select whether he gains this class features benefits with unarmed strikes, a bone knife, or bone claws. this choice also applies to his honed skill and master of the knife class features.

This modifies the qu'em's honorable knife, honed skill, and master of the knife class features.

PREDATOR'S QU'EM (EX):

At 6th level qu'em of the golden lion school adds 1.5 x his Strength modifier when using unarmed strikes, a bone knife, or bone claws while utilizing qu'em.

This replaces the qu'em's second use of early path.

GOLDEN CHARGE (EX):

At 7th level, While in Qu'em and making a charge the first attack the qu'em makes with unarmed strikes, a bone knife, or bone claws deals double damage.

This replaces the qu'em's evasion class feature

POUNCE (EX):

At 10th level a qu'em of the golden lion school can deliver a full attack on a charge if using unarmed strikes, a bone knife, or bone claws.

This replaces the qu'em's third use of early path.

DESTROYER'S CARCASS (EX):

At 13th level, a qu'em of the golden lion school can wear heavy armor while using qu'em.

This replaces the qu'em's blade dancer class feature.

IMPROVED DISTRACTING STRIKE (EX):

At 14th level the qu'em the penalty imposed by the qu'em's distracting strike class feature doubles, as does the maximum penalty.

This replaces the fourth use of the qu'em's Early path class feature.

GREATER GOLDEN CHARGE (EX):

At 15th level the damage from the qu'em's golden charge class feature improves to triple damage.

This replaces the qu'em's improved evasion class feature.

GREATER DISTRACTING STRIKE (EX):

At 18th level the qu'em may apply the choose to halve the penalty from his improved distracting strike class feature apply to his opponents to damage rolls as well.

This replaces the qu'em's 5th use of early path per round.

TITANIC QU'EM (EX):

At 19th level a qu'em of the golden lion may force his opponent to roll damage twice and take the lower result

This replaces the qu'em's center self class feature.

SCHOOL OF THE SIL'VAN

An Archetype for Qu'em in the Necropunk Campaign Setting

A sil'van qu'em cannot inflict any harm on their target. Their martial art is purely defensive and it is said that their qu'em training does not even teach strikes. They shun the knife in place of an open palmed style. They always wear white gloves on their hands and show a great deal of restraint when fighting.

OPEN HEART:

A sil'van qu'em uses the social bonus progression of a diplomat.

PACIFISTIC SOUL (EX):

A sil'van qu'em can utilize his unarmed strikes in place of a bone knife for the purpose of any of his qu'em class features. In addition, a sil'van qu'em may choose to not deal any damage with unarmed strikes. A sil'van qu'em is only allowed to engage in combat in self defense, though he should always try to resolve the combat peacefully.

SIDEBAR: IS NON-VIOLENCE ALWAYS RIGHT?

A sil'van qu'em is a conditioned pacifist and they believe, above all else, that violence towards another is wrong. Some disagree and say, "Is it not right to kill a man who is about to kill you or the ones you love if that is the only choice?". Many believe violence is a tool that can be used and the only connotation that it truly invokes is that which we chose to invoke with it.

A truly welshen view on the subject would be to look at the economy of energy. They would not ask, "Is it wrong to kill this person?" but ask, "Would killing him be easier than the alternative?" You might consider this a cruel thing, but then again-who are we to judge another man but by our own beliefs?

WILTING WILLOW (SOC):

A sil'van qu'em gains a +4 bonus to his CMD while utilizing qu'em. In addition he gains a +2 insight bonus to his AC while using the qu'em stance.

OPEN MIND (SOC):

A sil'van qu'em gains a +4 bonus on Perception and to his SMD while utilizing qu'em.

WELSHEN LANGUAGE LESSON>>

"SILV" & "VANNA"

The character silv refers to silicon or other semiconductors. These materials are always in high demand and as such it can also refer to something of great necessity. The use of the character in the phrase "Sil'van" refers to this latter meaning. The character "vanna" is used to express peace and unity. It speaks of oneness and those with a passive nature. Together they mean "the desperate need for peace".

H'TEACH

An Archetype for Diplomat in the Necropunk Campaign Setting

Dealing with the intricate bartering system of the Welshen, the merchants of the Magdavuul h'teach are well versed in the art of business, production, and formal codes of conduct. They are often called in as experts in legal and engineering dealing with other factions. Each is tied to one of the Magdavuul companies.

SKILLED:

A h'Teach spends his life in two worlds. His path takes him in both the social and technological arenas. As such he gains an additional 2 skill points per level.

WELSHEN SCAVENGER (EX):

At 1st level as a full round action a h'teach can make an Appraise check (DC 15) to identify all visible items on a creature (see the new use of Appraise skills). This replaces the moral support class feature of the diplomat.

TECHNOLOGICALLY INCLINED (EX):

At 3rd level and every 4 levels thereafter a h'teach gains a +1 bonus to his Tech Level or a craft bonus feat.

This replaces his social bonus feats of the diplomat.

EYE FOR QUALITY (EX):

At 6th level a h'teach gains a +2 insight bonus on and against barter social maneuvers. Every 4 levels after 6th (10th, 14th, and 18th) a h'teach gains a further +2 to a maximum of +8 at 18th level.

H'VUUL

An Archetype for Qu'ëm in the Necropunk Campaign Setting

Also called “vultures”, h'vuul are brave souls who delve deep into enemy territory to recover lost warriors and material in order to reclaim them for the fleet. They are stealthy and skilled at deception and assassination. Many are also skilled pilots and experts at ship-to-ship countermeasures.

PPI: 5

SKILLS:

A h'vuul's class skills are: Climb (Str), Craft (Int), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (faction: welshen) (Int), Knowledge (geography) (Int), Knowledge (space) (Int), Knowledge (warfare) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

H'VUUL'S FAVORED ENEMY:

Rather than selecting a creature type, a h'vuul selects a non-welshen faction or alien (this functions against the alien creature type). He gains a +2 bonus on social maneuvers, and Survival checks against faction members of his selected type. Likewise, he gets a +2 bonus on attack and weapon damage rolls against them. A h'vuul may make Knowledge skill checks untrained when attempting to identify them.

TABLE 1-1: THE H'VUUL

LEVEL	BASE ATTACK BONUS	SOCIAL BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+2	+2	+0	1st favored enemy, welshen tracking, Schrodinger's vulture, black ops
2nd	+2	+1	+3	+3	+0	Combat style feat
3rd	+3	+1	+3	+3	+1	Endurance, lay of the land
4th	+4	+2	+4	+4	+1	Bound weapon
5th	+5	+2	+4	+4	+1	2nd favored enemy
6th	+6/+1	+3	+5	+5	+2	Combat style feat
7th	+7/+2	+3	+5	+5	+2	Dark side of the moon
8th	+8/+3	+4	+6	+6	+2	Lay of the land
9th	+9/+4	+4	+6	+6	+3	Evasion
10th	+10/+5	+5	+7	+7	+3	3rd favored enemy, combat style feat, Schrodinger's vulture
11th	+11/+6/+1	+5	+7	+7	+3	Quarry
12th	+12/+7/+2	+6	+8	+8	+4	Dark side of the moon
13th	+13/+8/+3	+6	+8	+8	+4	Lay of the land
14th	+14/+9/+4	+7	+9	+9	+4	Combat style feat
15th	+15/+10/+5	+7	+9	+9	+5	4th favored enemy, Schrodinger's vulture
16th	+16/+11/+6/+1	+8	+10	+10	+5	Improved evasion
17th	+17/+12/+7/+2	+8	+10	+10	+5	Flight of the vulture
18th	+18/+13/+8/+3	+9	+11	+11	+6	Lay of the land
19th	+19/+14/+9/+4	+9	+11	+11	+6	Improved quarry
20th	+20/+15/+10/+5	+10	+12	+12	+6	5th favored enemy, master hunter

At 5th level and every 5 levels thereafter (10th, 15th, and 20th level), the h'vuul may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

This modifies the ranger's favored enemy class feature.

WELSHEN TRACKING (EX):

A h'vuul is adept at tracking enemies though space. They may use a Survival check in the blackness of space to identify the location in which their prey moved. They are able to pick up on subtle things such as engine trails, probable routes, residual radiation, etc.

This modifies the ranger's track class feature.

SCHRODINGER'S VULTURE (EX):

At 1st level a h'vuul can act in phase 2 while utilizing the Stealth skill or otherwise being unobserved.

h'Vuul have the unique and uncanny ability of limited prescience within a short timeframe. Honing their mind with psionic energy in a way known only to the Magdavuul, they expand their already prodigious observational acuity. This expanded intellect allows them limited predictive powers about events that will happen within the next few moments. However, these predictive capacities are severely hampered by the interaction of others. Simply observing the h'vuul influences the possible outcomes of the scenario.

At 10th level a h'vuul can act in phase 2 even while being observed or not utilizing the Stealth skill for a number of rounds per day equal to his Intelligence modifier. This is due to an improvement in the certainty of his observational awareness.

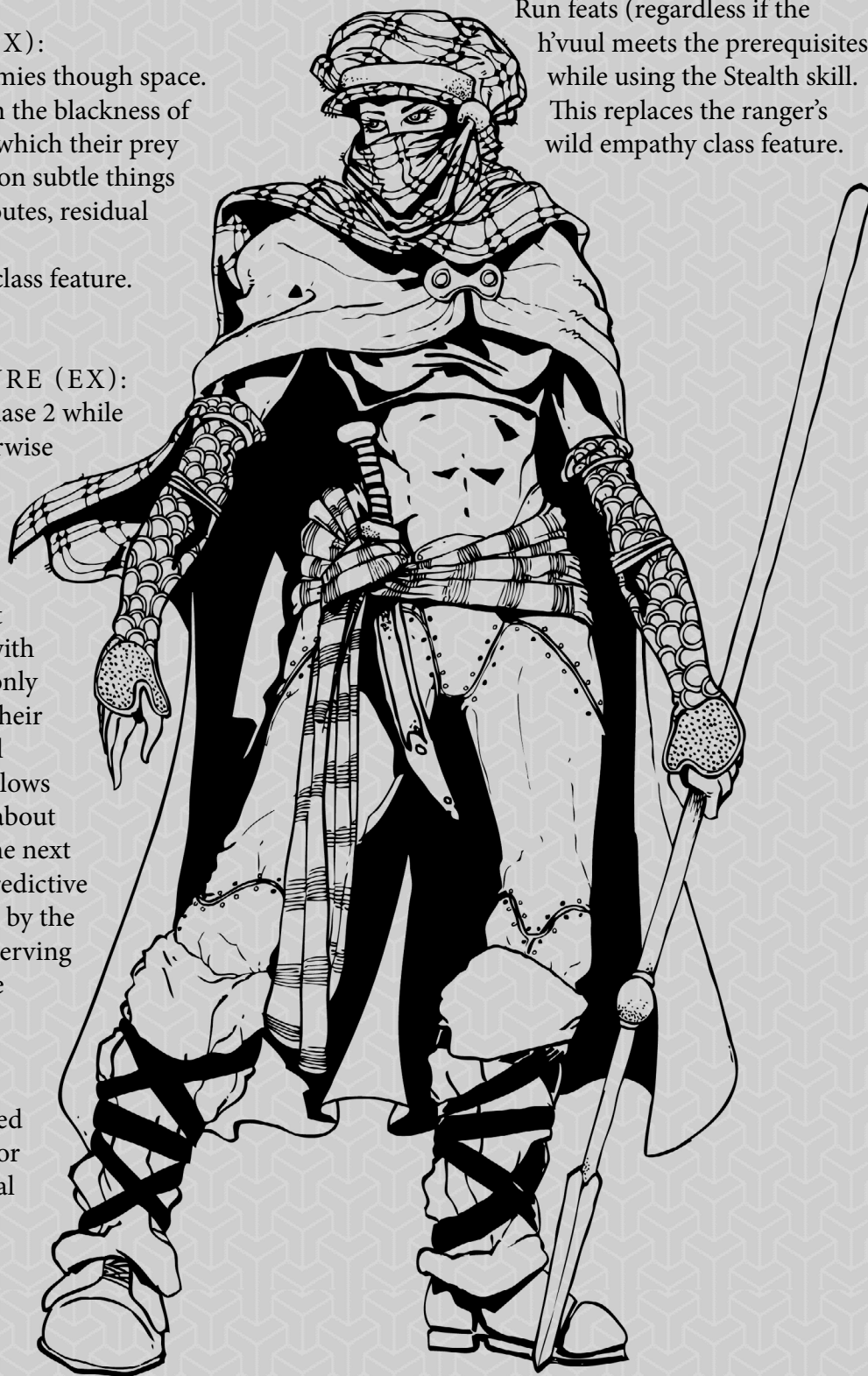
At 15th level he may act in phase 3 while utilizing the Stealth skill or otherwise being unobserved. This replaces the ranger's spellcasting class feature.

BLACK OPS (EX):

At 1st level a h'vuul gains the benefit of the fast stealth rogue talent. In addition, a h'vuul can use the benefits of the Spring Attack and Shot on the Run feats (regardless if the

h'vuul meets the prerequisites) while using the Stealth skill.

This replaces the ranger's wild empathy class feature.



COMBAT STYLE OPTIONS:

A h'vuul can select any of the ranger's combat styles, but has the option to take the following new combat styles:

WEK'WELSHEN

- 2nd Level: Weapon Focus (welshen war knife), Power Attack, Weapon Finesse, Quick Draw, Homeguard, Knife Bending, Vital Strike
- 6th Level: Black Blood Seeker, Knife Shield, Pride Slayer, Wek'Welshen
- 10th Level: Improved Critical

LAY OF THE LAND (EX):

A h'vuul has to adapt quickly to the verity of planets he finds himself on during his missions. At 3rd level a h'vuul may only select one planet as his favored terrain. He may change that favored terrain after spending 24 hours on a planet.

While in this favored terrain, the h'vuul gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A h'vuul traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every 5 levels thereafter, the skill bonus and initiative bonus for the h'vuul's favored terrain increases by +2.

This modifies the ranger's favored terrain class feature.

BOUND WEAPON (PSI):

At 4th level a h'vuul may select one weapon as his bound weapon. This bound weapon is a weapon that is spiritually close to him. The weapon selected must be crafted of bone. Overtime it absorbs part of the psyche of the h'vuul. This intimate bond causes the weapon to morph and adapt to the needs of the h'vuul.

At 4th level, that weapon gains a tier 1 weapon modification that requires no Craft check or to be bought off with a penalty. He may change this modification once per week.

At 8th level the maximum this free weapon modification can be is a tier 2. At every 4 levels thereafter, the maximum tier bonus is increased by 1 to a maximum of tier 5 at 20th level. This replaces the hunter's bond class feature of the ranger.

DARK SIDE OF THE MOON (EX):

At 7th level a h'vuul can use the Stealth skill even while being observed as long as he is within 10 feet of an area of dim light. A h'vuul can hide himself from view in the open without anything to actually hide behind in this fashion. However, he cannot hide in his own shadow.

At 12th level a h'vuul gains a misc. bonus on all Stealth checks equal to 1/2 his h'vuul level. This replaces the ranger's woodland stride and camouflage class features.

The area of dim light must be substantial, covering at least 10-15 feet. Areas of darkness are not required to be as large (5-10 feet).

SIDEBAR>> INTELLIGENCE VS WISDOM

Any ranger ability, such as master hunter, functions using Intelligence rather than Wisdom for the h'vuul.

PRESTIGE CLASSES

HN'IST NOMAD

A Prestige Class for the Necropunk Campaign Setting

Hn'ist nomads are devout believers of Welshen Hn'ism who have made the pilgrimage to the five sacred places (Earth, Tau Ceti, Fem'Mal, Ridden, and Eridanus). While on this spiritual journey, a hn'ist must live frugally and give up anything he owns at a formal request. He must also supplicate himself before the Will of the Hng and help anyone he can. While on this quest they learn the art of Bending to the Will of the Hng. This mystic art allows them to defy predictive algorithms and obscure them from the t'jek. It is not so much a way to incite random elements, but a way to dull the senses and bring about utter singularity. Hn'ist chanting is said to unite the consciousness of all who hear it in a sort of "oneness". Many believe that it reaches into the afterlife and allows the hn'ist to commune not only with the living but the dead as well.

REQUIREMENTS

RELIGION: Hn'ism

SPECIAL: Completed the pilgrimage to the 5 sacred places.

FEATS: Weapon Focus (Welshen Curved Blade)

SKILLS: Perform (sing) 9 ranks, Knowledge (religion) 9 ranks

HD: d8

SKILLS: A hn'ist nomad's class skills are:

Acrobatics, Climb, Craft, Escape Artist, Fly, Heal, Knowledge (faction), Knowledge (religion), Perception, Perform, Profession, and Survival.

SKILL POINTS PER LEVEL: 6 + Intelligence

HN'IST CHANTING (SU):

Using a series of nasal sounds and a haunting type of warbling throat singing, a hn'ist sings effectively two songs at the same time. The result is a somber, haunting, choral effect. Lacing it with his own innate psychic energy by investing 1 PPI it allows him to invoke a dampening field. This field causes the t'jek to be disturbed. The nomad becomes immune to a magpie's rube goldberg machine class feature as well as the influence of any ability that requires the expenditure of t'jek points.

Starting a hn'ist chant is a swift action and maintaining it is a free action. The hn'ist can try again next round however. A hn'ist may only chant for a number of rounds per day equal to 10 + his Wisdom modifier. The range of a hn'ist chant's effectiveness is 60 feet.

TABLE 2-1: HN'IST NOMAD

LEVEL	BASE ATTACK BONUS	SOCIAL BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+1	+0	+0	+1	Hn'ist chanting, hng circle
2nd	+1	+2	+1	+1	+1	Nomadic warrior, sage
3rd	+1	+3	+1	+1	+2	Hn'ist chanting
4th	+2	+4	+1	+1	+2	Nomadic warrior, hng circle
5th	+2	+5	+2	+2	+3	Hn'ist chanting, sage
6th	+3	+6	+2	+2	+3	Nomadic warrior
7th	+3	+7	+2	+2	+4	Hn'ist chanting, hng circle
8th	+4	+8	+3	+3	+4	Nomadic warrior, sage
9th	+4	+9	+3	+3	+5	Hn'ist chanting
10th	+5	+10	+3	+3	+5	Eternal organism, hng circle

At 3rd level all enemies attempting to maintain a concentration check take a penalty equal to 1/2 hn'ist level (min 1).

At 3rd level a hn'ist nomad's chanting further distorts the world around it. Perceptive styles like qu'em assume the target has conscious action and a hn'ist defies them. A qu'em gains no benefit from his style.

At 7th level, hn'ist chanting can be so disruptive to the surrounding predictive characters that he may reduce enemy characters' phase order by 1 (minimum 1).

At 9th level, hn'ist chanting can be so disruptive to the surrounding predictive characters that he may reduce enemy characters' phase order by 2 (minimum 1).

HNG CIRCLE (SU):

A hn'ist nomad regards the universe as a single organism. Past, present, and future are all one moment to them. They look at existence as an eternal organism, free from space and time. This understanding allows the hn'ist a little understanding into the way humans work and work together.

At 1st level a hn'ist nomad gains a +2 bonus on all aid another attempts he makes and can make aid another checks as a swift action.

At 4th level, the bonus from an aid another check made during combat applies to both AC and attack rolls. Alternatively, a hn'ist can choose to apply this same bonus to SMB and SMD checks if he makes a social check against an SMD of 10.

At 7th level, the bonus from an aid another check made during combat improves to a +4. The DC for this check is increased by 8.

At 10th level, a hn'ist nomad can make a single aid another check (DC or SMD 25) during combat as a standard action. If he is successful, all of his allies gain the bonus to either their AC and attack rolls or to their SMB/SMD. This bonus only applies against one enemy.

NOMADIC WARRIOR (SU):

During the pilgrimage, a hn'ist is only allowed to carry a few possessions that he is cannot give up. The first is a copy of the Scrolls of Hng, the second is a small cup, and the third is a sword. This sword is traditionally an Welshen curved blade gifted to the nomad at the start of his journey. Along the way a nomad is expected to use this weapon. It is believed this weapon is able to resonate with the hn'ist due to a moral parable in the Scrolls of Hng.

At 2nd level, while using hn'ist chanting and using a welshen curved blade, he gains a sacred bonus on attack rolls equal to 1/2 his hn'ist nomad level. This bonus also applies to his CMB/CMD.



At 4th level, a hn'ist's attacks with a welshen curved blade while chanting overcome damage reduction and can affect qu'em as if they were a chaos round.

At 6th level, a hn'ist's attacks against a creature with a welshen curved blade while chanting cause one concentration check that the creature is currently maintaining to automatically fail. This is selected by the hn'ist nomad.

At 8th level, a hn'ist's attacks against a creature with a welshen curved blade while chanting cause all concentration checks that the creature is currently maintaining to automatically fail.

SIDEBAR: ELVEN WEAPONS

Several racial weapons present in the Pathfinder Core Rulebook and other supplements are described as being of elven design. These weapons may be renamed "welshen" and counted as a welshen racial weapon.

SAGE (EX):

At 2nd level, a hn'ist nomad becomes skilled at healing the spiritual wounds of an ally with wise words. As a standard action he may make a support social maneuver on an ally to restore Confidence equal to the hn'ist nomad's Wisdom modifier. In recompence, a hn'ist nomad takes Confidence damage equal to his own Wisdom modifier.

At 5th level a hn'ist nomad no longer takes Confidence damage in recompence for restoring his ally.

At 8th level a hn'ist nomad restores 1.5x his Wisdom modifier in Confidence damage with this class feature.

ETERNAL ORGANISM (SU):

At 10th level, a hn'ist nomad achieves spiritual oneness with the human consciousness. He may freely explore the minds of others. At will, he may cast detect thoughts as a supernatural ability. If the hn'ist nomad focuses on a creature for at least 2 rounds he gains a +10 insight bonus on all social maneuvers against them. If the creature makes the Will save associated with detect thoughts (DC 12 + Wisdom modifier), they gain no bonus and that creature cannot be affected by this ability for 1 minute.

True masters of the Hng are rare. They are reclusive and aloof from the rest of the universe. Using their powers for evil betrays the Hng. The Necromancers' Guild believes this is a function of a hypothetical Jungian connection that may exist in humans, other religions call it a charlatan's trick, but the Welshen regard it as spiritual enlightenment.

H'TE'SHEN (MASTER QU'EM)

A Prestige Class for the Necropunk Campaign Setting

The most exalted members of all the qu'em belong to a prestigious order known as the h'te'shen. To be accepted as a h'te'shen, a qu'em must have slain 200 enemies (honorably) and pass a graduation test. The test is unique to each qu'em and challenges their greatest weakness. The test concludes with a duel with a current h'te'shen. If they are considered worthy, they are accepted amongst the ranks of the h'te'shen. Upon their induction they are instructed in the ways of an ancient qu'em mental martial art. Understanding its secrets has been described as reaching martial enlightenment or as "seeing for the first time." Many great leaders of the welshen count themselves amongst the h'te'shen and their wisdom is oft sought after.

WELSHEN LANGUAGE LESSON>>

H'TE'SHEN

The h' denoted the exalted status.

T' is an abbreviation for the character "tessa" which is used to denote a martial arts styles (qu'em in particular).

The character of Shen is a reference to a star. When paired with the exalted form of the phrase, it means the star of a particular system rather than "stars" in the general sense.

These three characters are used in reference to a poem where a master of a qu'em is likened to the a star of a solar system. In the analogy, the welshen people are the system that revolves around that sun. The term is taken to mean, "center of the martial arts universe."

They are the best of the best. Masters of the perfect martial art. They are unrivaled in their wisdom, efficiency, and prowess with a knife. On a day to day basis the council of h'te'shen dictate how qu'em should act, resolve matters of honor, administer ranking tests, formalize training, and maintain a formal roster of all qu'em. They can also serve as generals, trainers, advisors, royal guards, etc.

REQUIREMENTS

SPECIAL: 15th level Qu'em, contributed to killing 200+ enemies, and Pass the test of h'te'shen

HD: d10

SKILLS: The h'te'shen's class skills are Acrobatics, Climb, Escape Artist, Fly, Heal, Knowledge (warfare), Knowledge (faction), Knowledge (space), Knowledge (politics), Perception, Perform, Stealth, and Survival.

SKILL POINTS PER LEVEL: 2 + Intelligence

EXPANDED CONSCIOUSNESS (EX):

A h'te'shen counts his Wisdom as though it were 2 higher for the purposes of qu'em class features. The bonus improves by +2 at 3rd and 5th level to a maximum of +6 at 5th level.

WISE GUIDANCE (SOC):

A h'te'shen can take a swift action to offer guidance to one of his allies. So long as his ally can clearly hear his advice, it grants one of the following benefits until the start of the h'te'shen's next turn (not phase). A h'te'shen cannot benefit from his own wise guidance.

- An insight bonus on attack rolls equal to the h'te'shen's Wisdom modifier.
- An insight bonus to on all saves equal to the h'te'shen's Wisdom modifier.
- An insight bonus to CMD equal to the h'te'shen's Wisdom modifier.

SECRETS OF THE H'TE'SHEN (EX):

A h'te'shen who has learned the secrets of the ancient tomes of the order is immune to all mind affecting abilities.

TABLE 3-1: THE H'TE'SHEN

LEVEL	BASE ATTACK BONUS	SOCIAL BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+1	+0	+1	+1	Expanded consciousness +2, wise guidance
2nd	+1	+2	+1	+1	+1	Secrets of the h'te'shen, +1 position category
3rd	+1	+3	+1	+2	+2	Expanded consciousness +4
4th	+2	+4	+1	+2	+2	+1 Position category, early path
5th	+2	+5	+2	+3	+3	Expanded consciousness +6

EARLY PATH (EX):

At 4th level a h'te'shen gains an additional use of the qu'em's early path per round. If he does not have this class feature (if he has an archetype that replaces it) he gains a +2 insight bonus to his AC.

WELSHEN LESSER CLANS (RACES)

CLAN X'EL

(EX-EL)

An aggressive newcomer to the Welshen Empire. They were once members of the Prime Bloodline who disagreed with the Mother of Us All. They believe that their teachings are not about procreation but instead about bettering yourself. They are fiercely self reliant, but indebted to the Empire for harboring them in their hour of need. Adopted only 20 years ago, they still have a lot to prove. Many welshen do not trust them, though their path to self-perfection is seen as an admirable trait. They number only perhaps 200-300 but they have distinguished themselves time and time again. Typically, they serve as advisors in matter of dealing with the Ewgee. It should be noted that only the children born after the T'ka conferred clan status on them (20 years ago) are truly considered to be "welshen". The rest are still looked upon as outsiders, but are afforded a great deal of respect.

CLAN BONUS

- **+2 Wisdom, +2 Constitution, -2 Intelligence:** X'el welshen characters gain this bonus due to their prime bloodline genetic structure.
- **Prime Origins:** An x'el counts as both welshen and as a member of the prime bloodline for the purposes of qualifying for classes, feats, and other abilities.
- **Genetic Profiling:** X'el welshen receive a +2 racial bonus on saving throws against poison.

CLAN MAC'BEL

(MACK-BELL)

The mac'bel is a very old clan that was once a brother clan in the early years of the Empire. Dwindling numbers and several social reforms have robbed them of their brother clan status, but they are venerated nonetheless. They number in the thousands and still many hold important political positions. Clan mac'bel is a clan longing for home. They want to return to Earth and rekindle humanity's spirit. They often study history and current events (galaxy wide) in order to forecast future events. They have developed a complex matrix for evaluating political change that has accurately predicted thousands of major events in the past. It is said to be 92% accurate, though some scoff at a 92% accurate art predicting its own margin of error.

CLAN BONUS

- **+2 Wisdom, +2 Constitution, -2 Charisma:** Members of clan mac'bel are wise in the old ways and conditioned to harsh living. Their convictions often get the better of them and they overstep their bounds in the political sense.
- **Earth Historians:** A mac'bel always treats Knowledge (history) & Knowledge (faction-Welshen) as class skills, if these skills are class skills a mac'bel gains a +2 racial bonus on these checks..
- **Margin of Error:** Once per day a mac'bel can re-roll a single dice roll and take the better result.

CLAN FE'SHEX

(FEE-SHEX)

A clan of degenerates and tyrants who are about as welshen as a prime. They were local warlords of a planetary systems who demonstrated profound martial skill. Their world had devolved into medieval infighting. This warrior caste joined with the welshen in the early years and their lethargy and selfish nature has earned them much contempt. They are seen as a virus, a plague, but a necessary one. Without the alliance with fe'shex in the early years, the fledgling Empire would not have learned to fight. The fe'shex armed and trained the Welshen. It is believed that some of the older elements of qu'em was based in the fe'shex combat style of "fau quan". Renown for it's brutality, fau quan is still practiced to this very day and is often employed by the fe'shex.

Fe'shex ships are often separate from the rest of a home fleet or at least clustered together tightly. They see themselves as an empire within an empire. They have a great deal of fe'shex pride and see other Welshen as "soft". Fe'shex are the most warlike and sometimes take actions against orders. They are raiders and pillagers. More than once other clans have gone to war with them over theft or an insult. If it were not for their behavior, they would be a brother clan.

They number in the millions but it is difficult to get an accurate count. Many Fe'Shex are so loosely affiliated with the Welshen Empire that they have appeared as mercenaries fighting against their own people from time to time.

CLAN BONUS

- **+2 Strength, +2 Constitution, -2 Charisma:** Fe'shex welshen are brutish, bred for war, and have their bodies hardened by atrocities. No weak fe'shex ever lives to claim adulthood, having been weeded out by hardship or a more ambitious sibling.

- **Pendant for Violence:** A fe'shex is standoffish and has little care for social niceties. Even their diplomat's make their love of carnage and war well known. They have a -2 position category penalty.
- **Taboo Breaker:** A fe'shex cares little for honor and is not bound by the welshen taboo against ranged weapons.
- **Warlike:** A fe'shex always treats Knowledge (warfare) as a class skill.

CLAN DEM'REL

(DEM-RELL)

Known as the "shadow house" to other clans, dem'rel is an isolated clan due to an infection of disease known as dem'rel fever. The clan itself is the result of a 130 year quarantine. Those that have survived are carriers of the deadly and highly infectious disease. It is able to be transmitted by air, contact, blood, and even touch. These survivors have been granted clan status, though many see it as a sham. Dem'rel are used as biological weapons during times of dire conflict. They are dropped onto a planet and they quickly spread dem'rel fever amongst the enemies while conducting guerilla raids. The disease has changed them. They all have vibrant purple eyes that many hide with surgery or contact lenses. For safety reasons, they are all tattooed with two purple circles on their chin to alert other welshen to their presence.

The dem'rel have developed the unique ability to control their disease through various meditations. They have gained a profound understanding of their own internal biological processes. They can suppress the dem'rel fever on command but doing so takes intense concentration.

CLAN BONUS

- **+2 Dexterity, +2 Intelligence, -2 Constitution:** A dem'rel is forced to study medicine and biology at a young age in order to come to terms with their medical condition. This makes them very intelligent as a clan, but their compromised immune system leaves them vulnerable to biological contaminants and they are physically frail.

- **Immuno Compromised:** A dem'rel welshen may be immune to dem'rel fever, but a battle is constantly raging inside their body. This distracts their immune system and gives them a -4 penalty on all saves vs diseases and poisons.
- **Medically Inclined:** A dem'rel welshen always treats Heal as a class skill and receives a racial +2 bonus on all Heal checks.
- **Dem'Rel Fever:** A dem'rel welshen has an aura of infection of 30 feet. Creatures within this radius must make a DC 10 + 1/2 character level Fortitude save every round they are within it or become infected with dem'rel fever. A creature who has passed this save is immune to reinfection for 1 week.
- **Starting Equipment:** A dem'rel begins play with a containment suit. This counts as paramilitary armor that expressly prohibits the spread of an infection. A dem'rel welshen is proficient specifically with the containment suit.

CONTAINMENT ARMOR

Armor can be made containment proof by adding 100 R to the base cost. A suit that gains the broken condition can no longer contain the disease. A suit that takes damage quickly seals holes (within a second or two) and will not spread an infection contained within it. A character can release the seals as a swift action. Resealing a suit takes 1 minute.

DEM'REL FEVER

ONSET: Immediately (Sweating and coughing)

EFFECT: At the time of infection a creature suffers 1 damage to a physical stat. (Roll a d6. 1-2 is Strength, 3-4 is Dexterity, 5-6 is Constitution). Every 24 hours another Fortitude save must be made at the same DC. For every failure the infected individual takes another 1 damage to a physical stat. The disease continues until it has killed the target or until healed. If cured of the disease, you cannot be reinfected.

CURES (DEM'REL FEVER)

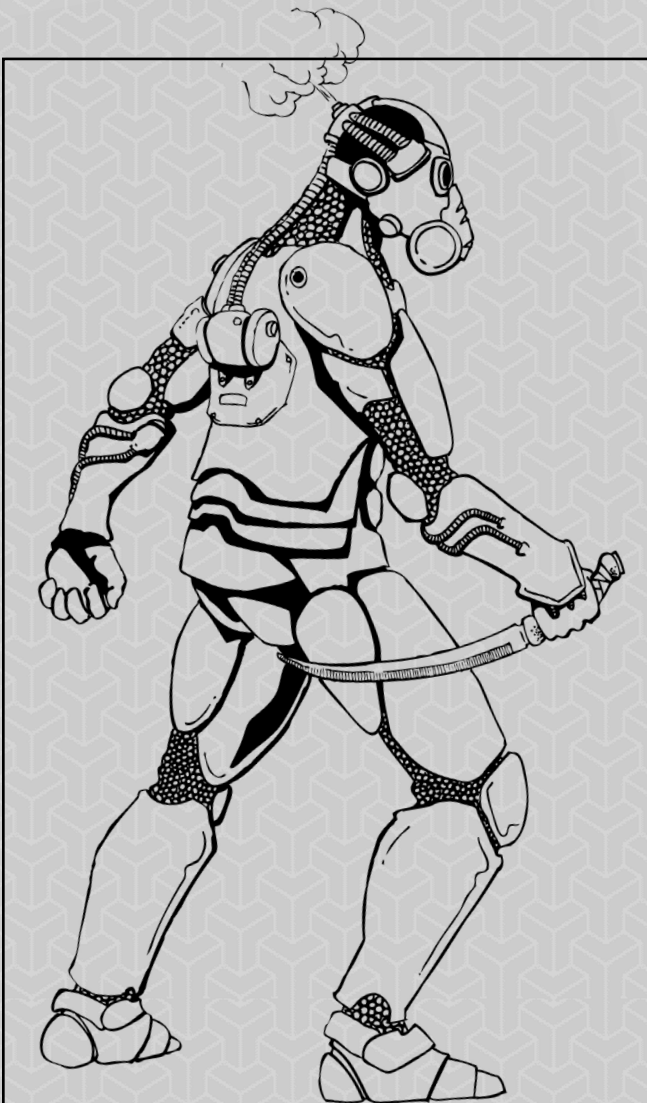
HERMAN METHOD

COST: 2,300 R

TIME: Takes 2 weeks of stasis

HEAL DC: 30

NOTES: Very hard to find. Requires a 480,000 R "Herman Variance Medical Suite" (HVMS) that only a few medical facilities have. Most are in expensive private hospitals owned by the Onryo Corp. Only a dozen in existence. Most HVMSs have a long wait times due to their scarcity and effectiveness. Once your money is down, it can take 2-3 months to get in.



DEM'REL CELL STRIPPING

COST: 1,440 R

TIME: Takes 1 month of stasis

HEAL DC: 20

NOTES: Inflicts 1 negative level for 1 week after you are cured. A 40,575 R Infectious Cell Stripper is required for the process (this provides a +2 bonus on curing infectious and autoimmune diseases). Many large planetary hospitals can perform this process. Local medical offices tend not to have this expensive specialized piece of equipment. Mostly found on Welshen hospital ships.

JAGSON IMMUNO-BOOSTER

COST: 300 R

TIME: Instant

NOTES: This does not cure the disease, but treats its symptoms. It suppresses the disease for 1 week and recovers 1d4 points of single ability score lost by dem'rel fever (Roll a d6. 1-2 is Strength, 3-4 is Dexterity, 5-6 is Constitution). A new shot can be administered every 24 hours to restore more ability score damage and delay the onset even further.

CLAN SIL'VAN

Where some see darkness, a sil'van only sees light. They are a deeply religious sect of welshen who joined during the early years. They are raised as pacifists- something other welshen see as a disgrace. Vegetarians, spiritual, and dedicated to a better understanding between the various elements of humanity; they are an anomaly within the Empire. They follow a form of Buddhism that exalts peace, simplicity, humility, and a deep understanding of the human condition. It is believed that a number of the fundamental elements of welshen culture developed due to the influence of the sil'van clan.

They became a clan because, as the story goes, the Welshen Empire was young and starving. It happened across a monastic Buddhist exile shard and when they went to raid them the welshen warriors were met with bountiful food and smiles. The sil'van taught the Empire to grow food in space and how to live off very little.

Their simple monastic lifestyle and humble philosophy were exactly what the fledgling welshen needed. Seeing an opportunity to do good, a number of the Buddhist monks left with the welshen. To this day, they produce a large percent of the foodstuff the Empire needs despite their relatively small numbers.

Out of respect for welshen tradition, sil'van carries a knife and partakes in martial training. They see the training as a way to better their bodies and their spirits. However, there is a saying amongst the welshen. "The day a sil'van draw his blade..." refers to something that will never happen.

CLAN BONUS

- **+2 Wisdom, +2 Charisma, -2 Strength:** Sil'van are peaceful, passive, and agreeable. They place themselves far from the hard life and militant traditions of the rest of the welshen and while some see this as a fault, they see this as a strength.
- **Monastic Life:** A sil'van welshen always treats Knowledge (religion) & Survival as class skills.
- **Humility of Purpose:** A sil'van welshen gain a +2 bonus on mentor, inspire, and teach social maneuvers. In addition, a sil'van welshen can use their Wisdom in place of their Intelligence on mentor and teach maneuvers if they wish.
- **Pacifism:** A sil'van welshen is not allowed to partake in combat. Intentionally causing harm to come to someone, through action or inaction, is a grave blight on the soul of a sil'van. A failure of action does not result in a negative level gain. They gain 1 negative level until they go through an extensive purification ritual and make amends. This ritual involves fasting for 3 days and 3 nights as well as scalding one's skin with hot water. Multiple infractions do not impose a stacking penalty. A sil'van cannot die from this. If a sil'van tries to the best of his ability to avoid conflict (or it is beyond his power to do so), a GM should be understanding and not impose the penalty. A sil'van must choose violence in order to gain the negative level.

WELSHEN CULTURE

DEATH

When a Welshen dies, their body is recycled. Nothing is wasted. Working organs are donated to the living who need them. Bone are generally used in necrotech for the welshen military. Most famously a deceased welshen's bones become the armaments for their offspring. The body belongs to their family and they may do with it as they please. It is considered a great honor have all parts of a person used. The parts of a hero are highly sought after. Sometimes a person will engage in the act of kel'tek (lit. "bone swearing oath") with a good friend. This sworn pact is an offer of one's body after death. They generally ceremonially receive one organ or bone of their choice to remember the deceased by. Often this is akin to swearing loyalty to a superior and showing allegiance. Many times the recipient will take a bone and pay for it to be carved into a warknife, only to return it to the family for payment for past services as a way of showing respect to the deceased's family.

If a welshen was disgraceful and inefficient in life their body may be "wasted." Wasting a body is a sign of great disrespect to a corpse. Most often this is done to the remains of famous criminals, traitors, and political discontents. Often times they are jettisoned into space, cremated, or simply buried. A "funeral note" is affixed to the body, describing the crimes of the deceased, and it is loaded down with a disease or a trap. This generally dissuades any unwary soul from trying to give a disgraced body a proper burial. Often the trap is simple, as not to waste resources, and destroys or damages the body when it triggers.

Warriors of the Welshen Empire do not always have a chance to have their bodies recycled. Sometimes a comrade will take a bone or part of their body back to their family if that is possible. If not, the family of the deceased is offered a ritual payment by the main clan (something small, a coin, a finger, etc) in recompence for not bringing their body home.

Clan Magdavuul has a special group of recovery specialists call h'Vuul who go behind enemy lines to recover the dead. They can be hired by a family or the T'ka may pay them to retrieve particularly heroic individuals.

WELSHEN WOMEN

*"Wild Welshen women,
Wild amongst the sea of stars,
They're looking for strength, looking for honor, and
an efficient man to love them efficiently,
If more than one, two, three,
No more will they love thee."*

-Chorus of the Song "Wild Welshen Women"

Welshen have a largely asexual approach to gender. They care a great deal more about one's ability to perform a task than what sort of genitalia they have. In fact, most forms of identification do not even list gender. Females in welshen society are as fierce as the men. In a warrior culture, strength and aggression are attractive so welshen women tend to be very forthright and blunt. Romance is generally born of equal admiration that blossoms from friendship and service rather than some passionate, wild, lust. That is not to say lust has no place amongst the welshen. Many a young couple has slipped away into an unused pod and locked the doors.

Pregnancy is seen as a vulnerable time for a welshen woman. They commonly feel "inefficient" or "helpless" as laws prohibit them from engaging in any tasks that might injure them or their child. Traditionally, a welshen mother is responsible for teaching their child the ways of the knife while their father is responsible for teaching them efficiency.

Welshen women are considered by core worlders to be exotic warrior women and a small culture has sprung up around admiring their fierce but unconventional beauty. Welshen women typically find the more passive Ewgee men who try to attract their favor to be weak-willed inefficient swine. This has given rise to the phrase, “Wooing a welshen woman”, which means to do something against another’s wishes. Welshen women generally keep their hair short (jaw length or shorter) and wear little to no makeup. Welshen women are not without their charms however. They have cultivated a minimalist approach to fashion that accentuates their body. They are renowned for exposing a great deal of skin that is only covered with a suggestive layering of semi-translucent fabrics.

WELSHEN ECONOMICS

The clans are paid a stipend by the Welshen T’ka (the main clan). Each clan has responsibilities to the T’ka depending on their skill and deals that have been brokered. Many of these duties include protecting the homefleets, aiding in transports, etc. The stipend is often paid in trade goods/technology/allowances (like new living space, political positions, etc) and may include hard currency.

The Magdavuul clan harvests usable technology/materials from battlefields and worlds. The magdavuul have the right to first salvage and have done so since the earliest years of the Empire. This is because the magdavuul are required to sell that material back to the main clan before anyone else can look it over. The Welshen T’ka then use that material and technology to produce new products which they use to pay the other clans. The magdavuul are paid for with the finished products like other clans, though they tend to make more profit than the other brother clans.

The Magdaline clan is comprised of a great number of warriors and are often the first to be called upon during conflicts. They have a special status that requires the T’ka to offer them any contracts for military actions before they are offered to the other clans (exceptions being homefleet security and actions where only the T’ka are deploying troops). Many times the magdaline will be given military orders from the T’ka and they in turn sell that contract to a lesser clan while still keeping a broker’s fee. The magdaline are often paid in weaponry and ships by the T’ka rather than hard currency. The magdaline are given a small ritual bonus for their service in the Sentinel/Jaguar/Welshen war. This fee, called pride pay, is small but it always noted on every register (0.5-1%).

The Magdaleeno clan deals in information and tends to offer that in exchange for their stipend, though they also take a great number of the military contracts (2nd only to the magdaline). The dedicated core of b’Sis that the magdaleeno provide offset a ritual “fee” the Welshen T’ka imposed upon the clan for saving them all those years ago. The budget of the b’Sis is equivalent to that of the fee imposed upon the magdaleeno. Despite this, the relatively small magdaleeno clan is relatively well off financially due to the value of their information (both internal and external).

HOMEFLEETS

The register of Welshen homefleets recounts at least sixty homefleets in the Nomadic Welshen Empire. Many contain enough ships to spread out across an entire solar system. Others are small enough to fit into the orbit of a single planet. Within a fleet many clans have their own smaller groupings of ships. A welshen typically will live in one homefleet for most of his life (called their heart-fleet or birth-fleet), but may visit other fleets. Clans are spread out amongst many homefleets, but will communicate and visit each other on a regular basis.

Each homefleet has a council of navigators called h'shen who decide on the path of the fleet. h'shen are stationed around the fleet to help direct the astrometrics of individual ships. Navigation nodes within a fleet allow ships to slave their autopilot to the fleet's pattern when not under manual control. When not employed as fighter pilots r'zo often aid in navigation and do the actual plotting of the courses. A council of clan leaders (magda'shen) meet with a leadership council of the main clan to advise the h'shen on needs they have. This council, called a mat'de'len, administrates the day-to-day needs of the fleet itself.

A fleet known as the "Welshen Imperial Fleet" is home to the Emperor and his family. This clan is the largest and most well guarded. This fleet's location is the farthest from Earth a major modern power has gone. Its path is slow and plodding and they take time to explore systems along their path for material. They occasionally find exile shards or Progenitor Lyrics and many stories have been written about their adventures. This results in a general gain of only a few light years per year on average. However, its voyage deeper and deeper into space seldom brings it into contact with the rest of the universe. While this clan has a great deal of importance amongst the Welshen, it is distant from the rest of the homefleets. As a general rule homefleets are following the Imperial Fleet, but they are often distracted by other affairs.

All homefleets are essentially autonomous, but they are effectively governed by agreements between the fleets. They do lip service to the Emperor and the Imperial fleet, but their survival supersedes all directives from the Emperor. One of the most basic rule that exists within the fleets is that a welshen helps a welshen. Fleets have been known to come to the aid of other fleets, even at their own detriment.

WELSHEN LANGUAGE LESSON>>

MAT'DE'LEN

The phrase "mat'de'len" literally means "a high level group of a variety of individuals with a governmental function". In the common tongue it simply translates as, "an administrative council". It has three characters: Matta, Deix, Lenith

Matta

The character matta literally means "12 different things" or "a dozen". It is taken, in the common vernacular, to mean "a small group", "a council", or "a collection of unlike things".

Deix

Deix ("Deeks") is a character that means big or larger when placed after something and small or lesser when placed before it. It is generally used to denote numerals. When placed after it can also denote a higher status, such as a "higher court". In mathematics it is used to show exponents.

Lenith

The character of lenith ("Lee-knee-ith") is used to described administrative or bureaucratic functions. This is not a formal term and generally doesn't refer to political positions but governmental positions. If someone uses the character alone, it refers to something being government-owned.

THE PARADOX OF MORAL CORRECTNESS VS EFFICIENCY IN WELSHEN CULTURE

In a welshen way of thinking that which is most effective is right. The paradox between efficiency and moral correctness is viewed much the same way that legality and moral correctness are viewed in 21st century life. One may be morally right, but still imprisoned by the violation of a law. Similarly, a welshen who takes the right action but does so inefficiently may find himself chastised for it.

HONOR DUELS (T'KIER)

There is a right that welshen have called t'kier. The word is formed with the characters "Tessa" and "Kier" which mean, "The Style of Killing Someone With a Knife". A welshen may invoke t'kier if they are gravely offended. It is much the same as a gentleman's duel from Earth. To refuse t'kier is to show weakness. However, to invoke t'kier is to shame yourself as well if you lose (or if it is baseless). Legally, t'kier is murder and frowned upon by the authorities. There have been some cases of justifiable t'kier being acceptable in welshen courts if the offense was grievous enough (rape of a sibling, destruction of part of a homefleet, crimes against the Welshen Empire). T'kier itself was originally a fe'shex custom called "a pride duel" which only warlords could engage in. In its modern form t'kier can be invoked by any welshen (and sometimes even by non-welshen). It requires a legitimate grievance and if this offense is laughable or flimsy, the challenged individual may refute it. The common retort is, "You knife has no edge" or "Your knife is dull as your wit".

The duel is only allowed to be fought with whatever melee weapon the person has on them at the time. Only melee weapons are allowed to be used in t'kier (due to the weapon taboo) and the advantage is often to the one who challenges as they had time to prepare (though preparing extensively is dishonorable). Duels can be done to first blood or death.

The notion is considered antiquated and few practice it in earnest. The one acceptable time is when someone is pretending to be a welshen or claims welshen ancestry. Those that contest it will often invoke t'kier upon them. As a true welshen would never be without his knife the challenger generally kills them swiftly and efficiently.

Many welshen novels have been written about the romantic notion of t'kier. Dramatic challenges atop the mountains of a garden world, forbidden romances, honorbound qu'em, and offended vagues are common aspects of this genre. In fact, t'kier novels are amongst the most popular genres in the Empire. Recently, many coreworlders wear the characters for "t'kier" on clothing as a form of bravado. It is considered, "cool" and many on the coreworlds use "t'kier" to imply assured victory ("I'm gonna t'kier you guys tonight at baseball!"). A brand of beer with a reddish hue and bitter taste called "T'kier Beer" has become popular on the endworlds. Welshen find this slightly annoying and even a bit racist due to the serious nature of the phrase.

WELSHEN WEAPON TABOO

Welshen are known far and wide for their taboo against ranged weapons. While many question it, there is something uniquely welshen about why they do it. The roots of this taboo run deep. So deep in fact, that its seeds were planted in the first years of travel in the Patrick Welsh Society for the Improvement of Humanity. Before they met the United European Federation engineers that would become the magdavuul, the early exile shard had recently been peppered by a passing meteor shower. Ships were decompressing, many died, and the journey seemed hopeless. The society became completely survivalistic and it was only through the unity of the survivors (who would later become the t'ka main clan) that they managed to make the hard decisions required to live. They were essentially confined to life rafts in the deep blackness of space for over 10 years. They ate what little food they could grow in their three remaining hydroponics labs and jettisoned everything they did not need. This included weapons, luxury items, and even medical supplies deemed too cumbersome.

Their ships were stripped down to husks with engines and life support. It is said that they had no chairs, beds, and everyone only had the cloths they had on under their patchworked environmental suits. It was this mentality that formed the basis for welshen efficiency and honor. If you were not hyper-efficient, you and everyone else would die. If no one could rely on you to conduct yourself in an appropriate manner, you and everyone else would die.

Even after the engineers who would become the magdavuul let the welshen strip down their space station for parts, the life of the survivors was harsh. In the years that followed things like ammunition or even slag was hard to come by and were just dead weight or wasted space for the welshen survivors. Once the welshen started attacking passing ships and installations for supplies the idea of carrying things that could only be used once, like a bullet, was so alien to them that they almost totally forgot about them. It was not until the fe'shex brokered a deal with the Empire that they even saw enough ammunition to really be useful. By then the ideal of bare-bones, minimalist, survivalism had been so ingrained in the culture that had developed that no one saw a need for it. It is said qu'em developed partially out of welshen stubbornness to combat something that welshen find unnecessary.

In this day and age there are actually laws against the use of firearms or other single-use weapons. In the same way, manufacturers are not allowed to produce single use items like soda cans or disposable food packs. The common belief is that it is considered dishonorable for welshen to kill something that they can't look in the eye. While this is true, this is a more recent entry into the welshen cultural consciousness. In the past welshen would use throwing knives or other small weapons with ropes or cords tied to them in order to gain a range advantage. The cords were attached because they didn't want to have the possibility of losing a weapon. This has translated to the use of short range weapons as not violating this taboo. Welshen throwing knives, shimmer guns, and jek'vel are all designed with this in mind and do not violate the taboo.

PATRICK WELSH AND THE SOCIETY FOR THE IMPROVEMENT OF HUMANITY

Patrick Welsh believed that humanity was restricted by the society it grew up in. He believed that, in order for humanity to grow, society needed to restart fresh. He believed in anarcho capitalism and engaged in many non-violent rallies during the early 3000s. Many called him a new age star guru, but he attracted a great following in the mid 3040s. By the late 3050's his organization had grown to a substantial size and was represented in all the major political powers of the age. Patrick Welsh had been a folk singer before his musical career sent him down a spiritual path. He said that he received a vision from a power he referred to as *The High Sign* that the universe, or "High," would end if humanity did not embrace a more peaceful existence. He kept his vision and divine inspiration to himself and only told a handful of his most dedicated followers. He took a very secular and humanitarian stance and his followers lived simple lives. They were involved with the creation of number of allegedly peaceful coups that resulted in the establishment of anarcho capitalistic states. In 3062 Patrick Welsh died at the age of 92 as the result of a drug overdose that was suspected to be suicide attempt (something his followers denied). He was succeeded by a Bishop from the Imperial Estates named James Magda and he continued to lead the group, though with a more spiritual approach.

As a result of mounting political pressure, Bishop Magda created the Patrick Welsh Society for the Improvement of Humanity and gathered funds to leave earth. The mission depleted the group of its leadership and funds resulting in a collapse. Infighting amongst the remaining members caused many divisions of loyalty and some eventually became militaristic.

Welshen Hn'ism is believed to have derived its understanding of the Hng with the aid of the visions Patrick Welsh had. His belief and what he knew about the "High Sign" was recorded by his confidant Dr. Robert Hemlock and Patrick's brother David. The last copy of this book, The High Sign, was lost relatively early on in the journey of the welshen. The Scrolls of Hng was based on knowledge recorded almost 100 years later from people who passed on the books via oral tradition.

RENEGADE QU'EM (B'QU'EM)

Qu'em who stray from the path may not always lose their class features. However, qu'em who do things like conduct themselves inefficiently, dishonorably, use ranged weapons, desecrate their body, shame themselves, or engage in body modifications find themselves cast out. Most of the time this means they cannot find a teacher to continue their training. Qu'em is an art where revelations are hard earned and can only be ferreted out with guidance. In order to progress, a student needs a master (or masters). Qu'em who fall from grace normally take levels in another class, most commonly the mercenary archetype for sentinel or grave robber archetype for wild card. Very few are able to regain their honor and with that lost honor comes expulsion from welshen society. However, there are other castouts and less scrupulous qu'em who might be willing to teach a wayward pupil for the right price.

A wayward master generally charges 1,000 R x the next level of qu'em. A renegade qu'em (or "b'Qu'em") needs at least 3 levels in qu'em in order to engage in this option (he needs the fostering environment of the fleets and schools that provide the basics for him). Wayward masters cannot teach a student beyond his level.

A powerful but secretive coven of qu'em called "b'Ke'mak" (Literally, "Dishonored Biting Dogs" or more commonly "Stray Dogs") exists in the darkness of the endworlds that was founded by a circle of wayward qu'em. They are anti-welshen terrorists who use their own art against them.

Since the stigma is a social one, a qu'em who would otherwise fall from grace may be able to convince his peers to continue to train him. A qu'em with a silver tongue who carries a pistol on occasion might be able to convince his fellows that he is deserving of leniency. The only thing that they cannot bypass is the restriction on body modification. So exact is the required control that these extra parts lack the integration with the human form and established teachings required to perform qu'em that they cause the style to fail.

HOW TO BUILD CLAN MEMBERS

T'KA

Members of the main clan make excellent diplomats thanks to their bonus to two mental stats. They lack a little on the melee side, as they have a penalty to Strength. This makes engineers and rogues attractive choices as their damage is not primarily derived from their Strength score.

MAGDALINE

Typically magdaline soldiers are barbarians, fighters, qu'em, and even samurai in terms of their class. Their high Strength lends itself to melee classes which is perfect for a welshen. Their lack of Charisma is counterbalanced by a bonus to Wisdom in terms of social combat; magdaline diplomats can breathe a little easier in terms of their Confidence.

MAGDAVUUL

Magdavuul soldiers are typically stalkers. Many are engineers, rogues, or even gunslingers. Even though they tend to lack Wisdom, ranger (skirmisher or h'vuul archetypes) is quite a common choice as well.

MAGDALEENO

Because they can break the taboo on ranged weapons, magdaleeno make excellent ranged characters. This is only bolstered by their bonus to Dexterity. Magdaleeno make excellent gunslingers, rogues, ranged rangers (skirmisher archetype), or stalkers. Many prefer to live in the shadows, cultivating the sort of skills rogues and stalkers need. Magdaleeno don't find the diplomat class particularly attractive and those who wish to specialize in social combat find themselves more attracted to the b'sis alternate class for stalker.

X'EL

Members of clan x'el have access to prime bloodline classes and should take advantage of that. Their bonus to Wisdom lends them to the lifestyle of a qu'em, medics, rangers (skirmisher archetype), or even fighters. Their lack of Intelligence means they are not suitable for Wild Cards or Engineers.

MAC'BEL

As historians of the welshen the mac'bel are drawn towards social roles. A lot of them are diplomats, medics, or h'Devvel. Mac'bel magpies are exceptionally lucky due to their daily reroll and can make excellent fighters as well.

FE'SHEX

The violent lifestyle of fe'shex welshen naturally leads them to pursue a career in a martial occupation. Barbarians, fighters, rangers, stalkers, qu'em, and even melee stalkers are natural roles for the fe'shex to fill. If your GM allows them, fe'shex also make good monks or wrestlers (The wrestler being available in King of the Ring by Little Red Goblin Games). When in a class that doesn't fill a direct combat role, fe'shex can rely upon their increased Strength to give them a decent melee option to fall back on and express their ferocity in a way only other fe'shex can truly appreciate.

DEM'REL

Bound inside of containment suits, dem'rel seem at first glance to have difficulty interacting with the outside world. However, their life inside the suits gives dem'rel enhanced Dexterity due to their careful manipulation through their gloves and guiding their suits through cramped ship corridors. Classes based around stealth, such as stalkers and rogues, are a natural fit for the outcast dem'rel. Wild cards rely on their Intelligence, which dem'rel have in spades. Many dem'rel engineers choose to make magnum opuses of their containment suits. While many would question why a dem'rel would choose to be a medic, many find a promising career as necromantic surgeons.

SIL'VAN

A sil'van is not suited to fighting roles. as those normally cause harm to others. The vast majority are diplomats, medics, or even wild cards on occasion. They shy away from things that cause harm to others like fighters or qu'em. A few dedicate themselves to the sil'van school of qu'em as a peaceful way of contributing to the development of the martial art.

WELSHEN FEATS

ARTISTIC SOUL

Art is what makes us human.

PREREQUISITES: Artistic inspiration, Perform 5 ranks

BENEFIT: You gain +2 inspiration points.

MULTIPLE: You may take this multiple times.

BLACK BLOOD SEEKER

"It is only until you see blood in the night that you truly know the price of freedom."

-Book of Vuul

PREREQUISITES: Welshen, Stealth 5 ranks, BAB +5

BENEFIT: You gain a +2 racial bonus on damage rolls when attacking while utilizing the Stealth skill.

COCKATRICE

COMBAT

"It is not enough to know how to do something while such a thing is being done. To truly know something you must know first how it begins and then how it ends. The doing the the transition between those two states. The stare of a b'sis does not kill you for example, it is the knife that finishes the action. The eyes merely starts what the knife finishes."

-Book of Vuul

PREREQUISITES: Magdaleeno welshen, forlorn shadow

BENEFIT: Once per day, a target that has successfully saved against a your forlorn shadow ability

may be subject to your forlorn shadow class feature within the same 24 hour period.

Normal: If a target saves against your forlorn shadow you may not attempt to affect that creature again within 24 hours.

CONTAGIOUS

Some dem'rel desire only to bring suffering, and with a few modifications make their dem'rel fever even more infectious.

PREREQUISITES: Dem'rel welshen, Heal 5 ranks

BENEFIT: Add 2 to the DC of your dem'rel fever.

Note: This ability stacks with ability focus.

CONTROLLED REMISSION

Breakthrough medical advancements can prevent a dem'rel from spreading their disease.

PREREQUISITES: Dem'rel welshen, Heal 15 ranks, suppress symptoms

BENEFIT: You can suppress your dem'rel fever at will as a free action and reactivate it as a free action. In addition, add your Constitution score to the number of rounds you can suppress your dem'rel fever for the day.

FEIN THE FOOL

SOCIAL

It is not enough to be clever. You must be clever and let your opponent think you the fool.

PREREQUISITES: Magdavuul welshen, Intelligence 13

BENEFIT: Once per day when you take Confidence damage, roll an opposed Intelligence check against your opponent's Wisdom check. If your result is higher, you take no Confidence damage as a result of the social maneuver that inflicted the damage.

MULTIPLE: Each time you take this you may add one to the number of times per day you may do this.

GOLDEN LION H'TESSA

COMBAT

"When you hear me roar and fear not the strength in me but the weakness in you."

-Fe'Shex War Bible

PREREQUISITES: Qu'em, Str 13, Power Attack, base attack bonus +9 or golden lion qu'em 9th level

BENEFIT: When in qu'em and using the Power Attack feat, the qu'em may use his qu'em level in place of his base attack bonus to determine the bonus and penalty from Power Attack. In addition he may choose take the penalty from Power Attack to his AC and lose his Dexterity bonus to AC for one round in order to ignore the penalty imposed by Power Attack on attack rolls for one round.

HOMEGUARD

COMBAT

Home is where the kife is.

Growing up in tight space ships has caused you to grow accustomed to fighting in constricted areas.

PREREQUISITES: BAB +1, Welshen

BENEFIT: When fighting in areas where you have at least 3 walls adjacent to you (including ceiling and floor), you gain a +1 bonus on all attack rolls with melee weapons. In addition, you do not take the -4 penalty to your AC when squeezing through a narrow space.

LE'SARA H'TESSA

COMBAT

Art and efficiency are not so distant when you look at them creatively.

PREREQUISITES: Qu'em, Dex 15, Two-Weapon Fighting, base attack bonus +9 or le'sara qu'em 9th level

BENEFIT: While in qu'em, every two successful attacks delivered against a single opponent in the same round inflicts one of the following effects on that opponent, depending on the total number of attacks landed that round:

- Two attacks: +2d8 damage
- Four attacks: 2d6 bleed damage
- Six attacks: 2d4 Strength or Dexterity damage

- A successful Fortitude saving throw (DC 10 + ½ qu'em level + Wisdom modifier) halves the effect that the target would otherwise have suffered and renders them immune to that effect for 24 hours.

MAGDALINE H'TESSA

COMBAT

Their weakness is your strength.

PREREQUISITES: Qu'em, base attack bonus +4, Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack, social attack bonus +8 or magdaline qu'em 8th level

BENEFIT: While in qu'em and making a Whirlwind Attack the qu'em may make an intimidate maneuver as a free action using his qu'em level as his social attack bonus, comparing the results against every enemy's social maneuver defense within 60 feet. Success means that each target is shaken for a number of rounds equal the qu'em's Wisdom modifier.

MAGDAVUUL H'TESSA

COMBAT

To be magdavuul is to be wise.

PREREQUISITES: Qu'em, any combat feat that provides a bonus to a combat maneuver with "Improved" in the name (Improved Disarm, Improved Trip, etc.), base attack bonus +8 or magdavuul qu'em 8th level

BENEFIT: While in qu'em and fighting defensively, the qu'em uses his qu'em level in place of his base attack bonus for calculating his attack bonus, his combat maneuver bonus and combat maneuver defense. In addition, once per round if he successfully performs a combat maneuver on a target he may attempt another combat maneuver at that same bonus.

MASQUE CONTROL

SOCIAL

"Stopping your emotions is not the goal, controlling them is. You must be able to fly into a rage or remain passive as your child is ripped from your arms and everything inbetween."

*-An Education in Masque
(Revised Edition)*

Masque is not limitation, but verity.

PREREQUISITES: Magdaline welshen, Will save +5, Social Bonus +3

BENEFIT: You gain limited control over your emotions. You may genuinely foster in yourself any emotion on command. In addition, this grants you a +2 bonus on all social maneuvers.

OUTBREAK

The quickest way to get infected is thinking you're safe.

PREREQUISITES: Dem'rel welshen, Heal 9 ranks, contagious

BENEFIT: Once per day, when a creature successfully saves against your dem'rel fever, that creature must roll the save again and take the lower result.

PANDEMIC

Distance is a poor assurance against an airborne disease.

PREREQUISITES: Dem'rel welshen, Heal 13 ranks

BENEFIT: The radius of your dem'rel fever increases to 60 feet.

PSYCHIC EFFICIENCY (TOKENS)

COMBAT, CRAFT, PSI

Tokens remind us where we have been so we will not forget where we are going.

PREREQUISITES: Welshen, character level 3rd

BENEFIT: You may charge 2 Welshen war tokens by investing 1 PPI. At 6th level and every 3 levels thereafter you may charge an additional war token with 1 PPI.

SUPPRESS SYMPTOMS

Being infected for one's entire life, the body grows used to it.

PREREQUISITES: Dem'rel welshen, Heal 1 rank
BENEFIT: You can suppress your dem'rel fever as a swift action for a number of rounds equal to your total bonus in the Heal skill per day.

T'KA H'TESSA

COMBAT

The character for honor and efficiency are used interchangeably. This was not by accident.

PREREQUISITES: Qu'em, Critical Focus, base attack bonus +9 or qu'em t'ka 9th level

BENEFIT: While in qu'em, if the qu'em confirms a critical hit the qu'em may choose to deal an additional amount of precision damage equal to his Wisdom modifier, this damage is not multiplied on a critical hit. In addition the qu'em may use his qu'em level as his base attack bonus and fighter level to qualify for critical feats; these feats apply only with a weapon that may be used with his qu'em class feature.

WEK'WELSHEN

COMBAT

"Wek'welshen is the phrase for a welshen soldier. As all welshen are soldiers, this term began to mean "a welshen who is currently fighting". That a world like this has a need to exist should tell you all you need to know about the dangers of ignoring welshen civilians."

-Lt. Jacobs on Welshen Tactics

PREREQUISITES: Welshen, BAB +5, Weapon Focus (welshen war knife)

BENEFIT: You gain +1 bonus on damage rolls with a welshen war knife. In addition, you may count your total character level as your fighter level -2 for the purpose of qualifying for the following feats: Greater Weapon Focus, Greater Weapon Specialization, Weapon Specialization or feats that use those feats as prerequisites. At the GM's discretion they may add other feats related to the welshen war knife.

WIND STALKING (LA'KA)

COMBAT

To move with stealth is not to move without noise, but to move with the ambience of the area you are in.

PREREQUISITES: Welshen, Stealth 5 ranks

BENEFIT: Your movements can either be silent or intentionally mimic the sounds of the ambient noises around you. In addition, creatures trying to locate you via sound or smell (without sight) must roll twice on their Perception or Survival checks and take the lower result.

WELSHEN LANGUAGE LESSON>> LA

The character "La" is an onomatopoeia for a loud shout of joy or surprise. It is also used as a prefix is used to denote emphasis.

NEW STYLE FEATS

FAU QUAN

When brutality is not nearly as brutal as you are, looking to fau quan can take you that extra mile. This style focuses on punishment over being efficient. It aims to damage the opponent in the most painful way possible. Many of its techniques target spots with a high concentration of nerve bundles, rather than fatal spots. Joints, the groin, floating ribs, eyes, and soft tissue are the favorite targets of fau quan. In many systems it is banned from being taught and those with knowledge of it are persecuted or imprisoned. It is only amongst the welshen clan of the fe'shex that it is widely taught.

Weapon: Any

FAU QUAN

STYLE, COMBAT

"Training sessions of fau quan are not called practices. They are called parrilla, which is an old earth word used to describe a kind of torture."

-Master Dak'je Fe'Shex

Fau Quan Master

PREREQUISITES: Fe'shex clan, or Welshen with Strength 17

BENEFIT: On a confirmed critical, a creature must make a Fortitude save equal to the damage dealt or take a -2 penalty to AC and be unable to make attacks of opportunity until the start of their next turn.

BRUTALITY

STYLE, COMBAT

Brutality is not a knife in your ribs. Brutality is reversing your elbow and holding it to your ear so you can hear the joint snap.

PREREQUISITES: Fau Quan, BAB +5

BENEFIT: While in the fau quan style, a confirmed critical breaks a limb the target has. The fau quan practitioner must decide if they want to break an arm or a leg. If an arm, they cannot use that limb until someone performs Heal check (DC 15). The target automatically drops whatever they are holding on that limb (if anything). If a leg is broken, the target can only move at half their movement speed until someone performs Heal check (DC 15). If both legs are broken, a target becomes prone and can only crawl 5 feet per round. When confirming a critical hit, a practitioner of fau quan can only inflict one status.

HORRIFIC DISPLAY

STYLE, COMBAT

It is not enough to destroy and opponent's body. You must break his spirit if you truly want to win.

PREREQUISITES: Fau Quan, BAB +10

BENEFIT: Reducing a creature to 0 hit points (or less) while using fau quan allows you to make an intimidate social maneuver against all creatures who can see you. You gain a +4 bonus on this social maneuver and ignore any penalties from position categories. If you succeed against a creature, they are sickened for 1d4 rounds.

CRIPPLING PUNISHMENT

STYLE, COMBAT

Punishment is unnecessarily cruel by its nature so you will learn the necessity to avoid it.

PREREQUISITES: Fau Quan, Horrific Display, Improved Grapple, Brutality

BENEFIT: If you are using fau quan when you pin a character, you inflict a punishing wound that damages the spine of the pinned creature. After being pinned, the creature must make a DC 10 + ½ base attack bonus + Strength modifier Fortitude save or be paralyzed until a character makes a DC 30 Heal check to repair the damage to the spine.

SIDEBAR>> ALIGNMENT AND FAU QUAN

"It is perhaps harder for an evil man to stomach a greater evil than a good man to fall from grace."

- The Yearner's Bible

Many would assume that utilizing a style like fau quan would result in a drastic alignment shift towards evil. While this is certainly a possibility, it is not always the case. Good men wield wicked weapons in the name of a higher purpose. A character who is of the good alignment might find some of the actions he takes morally repugnant. This is a wonderful duality that should be explored and celebrated in terms of the growth of the character. Does a character swear off fau quan after a traumatic event? Do they embrace the darkness growing within them after the loss of a friend? Anything is possible.

WELSHEN KNIFE BENDING

The art of knife bending is part martial art and part hand jive used by children to hone their knife skills. When employed properly, a welshen can slip a knife past any localized defense. Employing it correctly, and efficiently, is the difficult part.

KNIFE BENDING (KEIR'T'KA)

STYLE, COMBAT

"It is not enough to make your enemy fear your kife. They must fear you."

-Book of Vuul

PREREQUISITES: Welshen, BAB +1

BENEFIT: When you make an attack with a light bladed melee weapon against a creature that has a shield bonus to its AC, you gain a bonus to hit equal to 1/2 the creature's shield bonus (rounded up).

WELSHEN LANGUAGE LESSON>> KIER

The character "kier" refers to anything that kills. It commonly refers to a knife or other weapon. "Ker", and "K" are some common abbreviations for the character.

KNIFE SHIELD

STYLE, COMBAT

"To know a knife is to know the nature of man. He can be used as a tool or as a weapon. It is all in how he is wielded."

-Book of Vuul

PREREQUISITES: Welshen, BAB +5, Knife Bending

BENEFIT: While in this stance you may wield a 2nd welshen war knife in your off-hand at no penalty if you have one in your main hand. However, this second war knife does not grant you the benefits described in the Two-Weapon Fighting feat (see the Pathfinder Core Rulebook for more information). Instead, you may elect which knife to make your attacks with. Your off-hand knife grants you a +2 shield bonus to your AC.

Note: As qu'em you cannot employ this while employing your qu'em style as both are styles.

PRIDE SLAYER

STYLE, COMBAT

Lull them into a false sense of security. Only when they are proudest can you strike them down with any real meaning.

-Book of Vuul

PREREQUISITES: Welshen, BAB +7, Knife Shield

BENEFIT: Once per turn, when an opponent misses your AC by 2 or more, you may make an attack of opportunity with your off-hand weapon.

NEW CAMPAIGN TRAITS

CLAN LORD (MAGDA'SHEN)

He who leads should first learn to follow.

PREREQUISITES: Welshen, Non-T'ka

BENEFIT: You hold a position of leadership in a minor clan or you hold a position of power in a brother clan. This affords you a great deal of respect amongst your peers and in the eyes of the T'ka. As a result, you gain a +1 position category bonus. This bonus improves to a +2 position category bonus when amongst your own clan. A magda'shen is a leader with years of experience and as such you will likely need to play an older character if taking this trait. The downside of a magda'shen is that he no longer lives for himself, but for his clan. He must expend a significant part of any large profit (at least 25%) on his clan in order to better serve them. Should a magda'shen ever fall out of favor with his clan he no longer benefits from the position category bonus.

The title of magda'shen is an honorary title bestowed upon venerated members of a clan. It carries the connotation that they are at the center of their respective clan in the same way that a sun is at the center of a solar system. This title is not given lightly and only those who have dedicated themselves to the service of their clan over their own personal needs on a regular basis are afforded the honor. During a ceremony they are given a special masterwork welshen warknife that is carved from the bone of a recently deceased member of the clan (generally one of great importance, such as a previous magda'shen). This uniquely shaped warknife is his symbol of office and it is considered acceptable for him to display it at all times. In fact, it is considered highly disrespectful to ask a magda'shen to remove his knife.

There may be several magda'shen in a clan at a given time. Sometimes there are even two or three magda'shen in the same homefleet. Magda'shen are generally afforded the right to sit in on any meeting pertaining to their clan and speak their mind, even if a member of the main clan objects. Magda'shen are sometimes thought of in the same way village elders are in old Earth cultures, but a magda'shen does not necessarily need to be amongst the oldest members of the clan to be considered for the title.

YOUNGBLOOD

The temper of youth is like that of a storm. It comes on almost instantly but loses fury just as quickly.

PREREQUISITES: Welshen, young age

BENEFIT: You are part of a Welshen youngblood gang. Youngbloods are child-warrior societies that thrive on covert skirmishes. In order to prove themselves a prospective youngblood must steal a ship and go on a raid on a nearby world. While on this raid, the candidate must kill a non-Welshen and loot their valuables. These valuables are later used to fund the illegal ventures of the gang and is called their "pay-in." A youngblood who does a successful solo raid gains the respect of his peers and is welcomed into the gang. This is signified with a palm print shaped lumatoo on the chest of the youngblood. A senior member of the gang dips his hand in hot lumatoo ink and places it over the heart of the new member. They are referred to as being "painted." Many youngbloods are looked down upon or cast out of welshen society due to the trouble they cause.

As a requirement all youngbloods are younger than fifteen years of age. You gain the following adjustments for playing a young character: your size is decreased by one category; -4 Strength, -4 Constitution, +4 size bonus to Dexterity. Once painted, a youngblood can only be a member of the gang until his lumatoo fades (as adults are not trusted).

Youngbloods may not be qu'em or diplomats as a result of the stigma against youngbloods as criminals.

A youngblood gains a +2 bonus on intimidate social maneuvers and this bonus improves to a +4 when using it against another welshen.

SIDEBAR: WELSHEN LUMATOOS

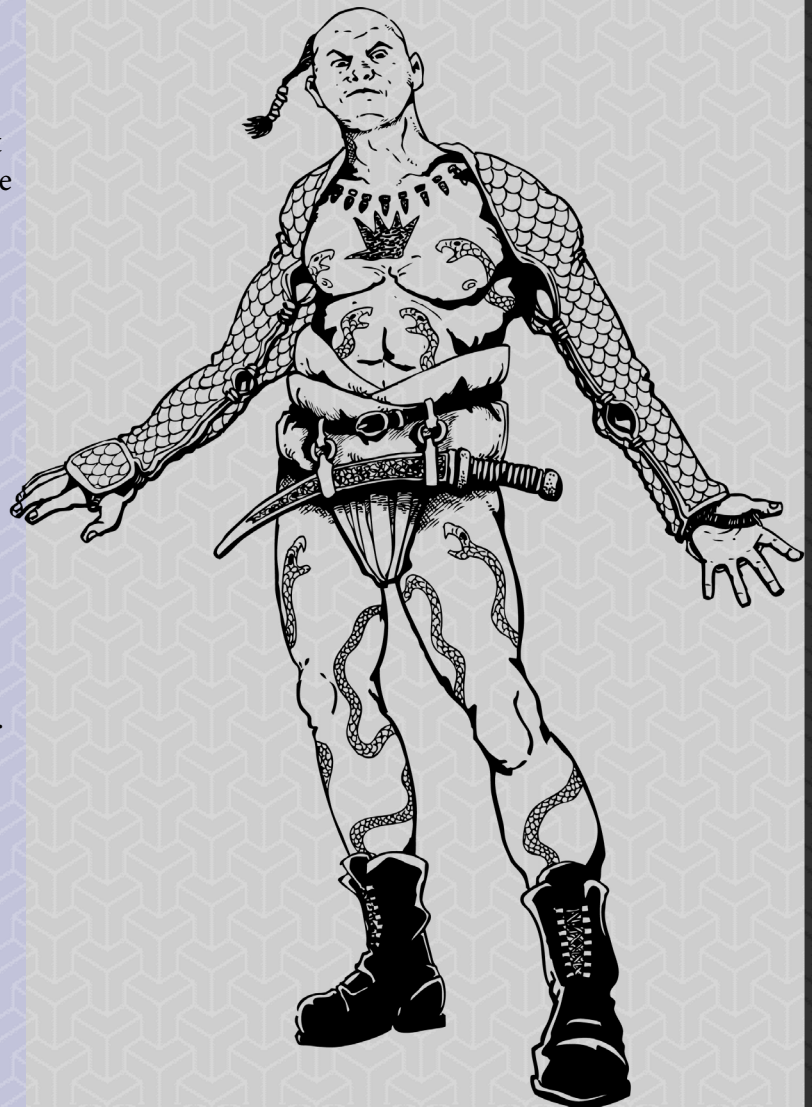
This is a form of bio-luminescent skin dye that lasts for 5-10 years. It is actually a harmless biologically engineered microscopic bacteria that maintains the form of however it is painted. When exposed to air, the lumatoos exit their stasis state and when heated up they can be "painted" onto a person or creature. Once it cools, the bacteria stains the skin. They come in a variety of colors and luminosity. Most are neon in color but more muted forms exist. As the lumatoo ages, it gets less bright and eventually will fade as they get closer to the bacteria dieing. Lumatatoos are not expensive but a good lumartist is hard to find. They cost 10-50 R for every 3 square inches of skin the lumatoo covers depending on the quality of the artist.

A Craft (lumatoo) check of DC 10 can apply a fairly simple design (an ornate character, word, or simple images). A DC 20 can make more complex images (stylized characters, reproduced logos, complex images, faces, etc). A DC 30 check can make photo realistic images and can even cause the lumatoo ink to shift color or glow at a brighter intensity than normal.

People called "fireflies" tattoo their entire body in lumatoos and this results in them glowing brightly. They often have ornate shifting patterns. A firefly lumatoo job costs 60,000 R and sheds light like a torch. Paying 5,000 R more allows the firefly to invest 1 PPI to adjust the brightness of their tattoo (to a near muted glow). The PPI need not remain invested.

An exposed lumatoo imposes a -4 penalty on Stealth checks and firefly lumatoo imposes a -6 penalty unless it is toned down. When toned down to minimum, a firefly lumatoo imposes a -4 penalty.

Lumatoos were originally invented by the welshen, but now they can be found on almost every planet (save perhaps the endworlds and certain exile shards). Lumartist is still a welshen dominated profession and welshen linguistic characters are amongst the most popular type of lumatoo to get. The prime bloodline sees any sort of tattooing as the desecration of the flesh and tend to look down on it. Sentinels often get small lumatoos on their shoulders. They are generally a band of blue and a band of white (or a blue circle encasing a smaller white circle). These "colors" are often called the "sentinel's badge" and a sentinel who has let his "colors fade" isn't considered a veteran.



LONEWOLF

Humans are social creatures and those who fail to grasp that are doomed to die or rule.

PREREQUISITES: None

BENEFIT: By your nature you are a loner and find the constant buzz of others teeth-grindly annoying. A lonewolf gains a +1 to attack and damage rolls when he has 3 or fewer creatures within 15 feet of him. This bonus improves by +1 for every 5 HD the lonewolf has. However, when crowded a lonewolf finds himself distracted. If a lonewolf has more than 3 creatures within 15 feet of him he receives a -2 penalty on attack rolls instead. If there are 6 or more creatures within 15 feet this penalty increases to a -4 penalty. Swarms always count as being more than 6 creatures.

QU'EM SOJOURNS

Within qu'em there are many aspects that have taken on an almost religious mysticism. Qu'em often go on ritual journeys of self discovery to better understand these ideals. While the roads are varied, the all arrive at self realization.

A qu'em of 10th level or higher can partake in a sojourn (or "h'Feesh" in welshen) per level. A sojourn is like a story feat in many respects except they do not require a feat to take them. A qu'em may undergo one sojourn at a time. All sojourns have requirements that a character who is partaking in the sojourn must observe and requirements that a qu'em who has completed the sojourn must still observe (these are often less severe). Completing a sojourn affords a qu'em a benefit and the right to bear a certain character on their clothing that denotes them as having completed it. For every sojourn character a qu'em has on their clothing he gains a +1 bonus to his position category when dealing with other qu'em.

The durations of each sojourn is rolled randomly by the GM and not disclosed to the player. Once the duration has ended a qu'em has an epiphany about the deeper meaning of the aspect of qu'em he was focusing on. A qu'em with 16 or higher Intelligence reduces the randomly rolled time a sojourn takes by 1 dice size to a minimum of 1d2. Violations of a sojourn's requirement delays the completion by 2 weeks.

Violating a completion requirement generally suppresses the bonus granted for 1d4 days or until the qu'em atones by spending 4 hours in meditation and making amends if need be. Serious or flagrant violations may result in the bonus being suppressed indefinitely at the GM's discretion.

SOJOURN OF EFFICIENCY

SOJOURN REQUIREMENT: A qu'em who undertakes this sojourn must travel with nothing other than a set of clothing and his bone knives (or other qu'em weapon depending on school). He must also live frugally and fast eating only once every 3 days.

DURATION: 2 + 1d4 months.

COMPLETION REQUIREMENT: A qu'em who undertakes this sojourn must travel with less items on his person than his HD. His bone knives (or other qu'em weapon depending on school) do not count towards this total and nor does one set of clothing. A qu'em must be able to justify the reason he is carrying all items on his person.

COMPLETION BONUS: A qu'em requires only 2 hours of sleep to be fully rested. In addition, a qu'em who has completed this sojourn can use a single use item from the following categories twice per item: healing items (knitter colonies, med kit, etc), poisons, drugs, food (rations) and still gain the benefit as if he had used the full item. An item used once in this fashion has no value.

SOJOURN OF LEADERSHIP

SOJOURN REQUIREMENT: A qu'em cannot turn down a properly declared fight or other challenge for the duration of this sojourn. He must also take every opportunity for leadership he can (going through the door first in a firefight, speaking for the group, etc). Finally, a qu'em must also conduct himself with unerring poise and nobility during this time.

DURATION: 1 + 1d2 months.

COMPLETION REQUIREMENT: A qu'em who has completed this sojourn must never suffer an insult and must accept any offer of t'kier so long as he wears the symbol of this sojourn.

COMPLETION BONUS: +1 bonus to SMD and SMB. This bonus improves by +1 for every 3 levels after 10th. In addition a qu'em gains a +1 bonus on hit and damage rolls against targets who have declared a challenge against him. This may be any sort of verbal, written, or otherwise clearly communicated challenge towards the qu'em and is not restricted to the cavalier's challenge class feature (though it would be sufficient to grant the qu'em the bonus).

SOJOURN OF LOYALTY

SOJOURN REQUIREMENT: The qu'em must serve with unquestioning loyalty a single commander or organization. He must give of his own body to serve the needs of his leader without reservation. He must be fanatical in his dedication to the degree by which he must follow orders given to him. The orders may be to the detriment or may even prove fatal to the qu'em. A qu'em must pick the one he swears loyalty to with care or he may find himself at the mercy of a tyrant. A qu'em who violates orders suffers the two week setback but the qu'em who ends his service to his leader fails this sojourn and cannot retake it for at least 6 months and/or one level (whichever comes last).

DURATION: 1 + 1d6 weeks

COMPLETION REQUIREMENT: You must roleplay a meticulous adherence to detail regarding orders and when you swear loyalty you must honor it to a fault.

COMPLETION BONUS: You gain leadership as a bonus feat. In addition, you gain a +2 bonus on inspire maneuvers. This bonus improves by +2 for every 3 levels after 10th.

SOJOURN OF DECISIVENESS AND DELIBERATION

SOJOURN REQUIREMENT: You must make crisp and decisive choices without hesitation. You must answer without thought and stick to your guns no matter how rash a decision. This stands in stark contrast to the normal patterns of observation and analysis a qu'em normally engages in. It is only through the absence of such things that they gain a profound understanding of it's importance.

DURATION: 1 + 1d6 weeks

COMPLETION REQUIREMENT: You must be introspective and slow in decisions, taking more time than others to come to a conclusion.

COMPLETION BONUS: +1 bonus to Reflex saves and Initiative checks. This bonus improves by +1 for every 3 levels after 10th.

SOJOURN OF MARTIAL SELF-IMPROVEMENT

SOJOURN REQUIREMENT: A qu'em must spend at least 4 hours per day rigorously training his body to the peak of martial perfection. In addition, he must consume 4 times the amount of food required. This food is a special diet that allows him to gain minimal muscle mass while gaining the most biological benefit. During this period a qu'em must also push himself to extreme forms of training to test himself and his martial prowess (conditioning his hands with recently fired slag, dodging rockets with his early path, wrestling great alien beasts for sport, etc).

DURATION: 2 + 1d4 months

COMPLETION REQUIREMENT: A qu'em who has completed this sojourn must still consume 2 times the normal amount of food for a character, employ a strict diet, and put himself through intense physical training for 2 hours each day.

COMPLETION BONUS: +2 bonus to one physical ability score (Strength, Dexterity, or Constitution). At 14th and 18th level he gains another +2 bonus to a physical ability score he has not previously chosen.

INTROSPECTION OF PURPOSE

SOJOURN REQUIREMENT: A qu'em must forsake the path of the qu'em for a time to gain perspective on the world and his role in it. He may benefit from none of his qu'em class features and bare no resemblance to a qu'em. Generally they dress in a covered fashion, carry no weapon other than a simple knife (as all welshen do), live timidly, and allow others to lead them. They are encouraged to study other venues that they enjoy. Hobbies, affiliations, and relationships, are a few things most qu'em of this sojourn try to enjoy. Quite often they physically travel to other worlds with foreign cultures and life for a time amongst them. A qu'em may be obliged to act dishonorably, inefficiently, to rest, and simply dwell on the virtues of a life unlike their own rigid one. Unless the life of the qu'em or someone close to him is at stake, he may not use his qu'em class features. Doing so prolongs the duration by 2 weeks.

DURATION: 2 + 1d4 months

COMPLETION REQUIREMENT: A qu'em who has completed this sojourn must meditate for 1 hour each day on his purpose and place in this universe.

COMPLETION BONUS: +2 bonus to one mental ability score (Wisdom, Charisma, or Intelligence). At 14th and 18th level he gains another +2 bonus to a mental ability score he has not previously chosen. In addition, a qu'em who has completed this sojourn counts as if he had 16 or more Intelligence for the purpose of determining the duration of sojourns.

WELSHEN WEAPONS

The following weapons are of welshen design. They are counted as exotic weapons for all non-welshen and as martial weapons for welshen. Welshen treat all weapons in the section below as if they had the word "welshen" in their name.

WAV'EL KNIFE

(FUEL INJECTOR KNIFE)

LIGHT EXOTIC WEAPON

The wav'el knife is essentially a hollow cone with a handle artfully grafted onto it. They are crafted from the used organic fuel injectors of welshen ships and hold no edge. An artful welshen can rig the weapon to deliver a pressurized spray of a single dose of poison from the tip on command. A wav'el knife is an improvised weapon for those who are not proficient in it.

JEK'VEL

(WELSHEN THROWING DISK)

TWO-HANDED EXOTIC WEAPON

A jek'vel is a frisbee sized metallic disk with razor sharp edges. Affixed by a length of durasteel wire, the disk is thrown in a way that makes it spin. A sharp jerk sends the weapon back to the wielder. The jek'vel is treated as a melee weapon with 15 foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

TABLE 4-1: NEW WEAPONS

WEAPON NAME	COST	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL	TECH LEVEL
Wav'el Knife	10 R	1d4	x3	-	3 lbs.	P	See Text	2
Jek'Vel	25 R	1d8	x2	-	12 lbs.		Reach	0
Ja'van	25 R	1d12	x3	-	16 lbs.	B	-	-1
Wek'Shim	1,600 R	1d6	x2	60 ft	4 lbs.	Fire	-	3
Welshen Throwing Knife	12 R	1d4	18-20 x2	20 ft	2 lbs.	P	-	-1

Using a jek'vel provokes an attack of opportunity, just as if you had used a ranged weapon. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a jek'vel sized for you, even though it isn't a light weapon. A jek'vel does not violate the welshen weapon taboo against ranged weapons.

JA'VAN

(WELSHEN JAW CLUB)

TWO-HANDED EXOTIC WEAPON

This barbaric weapons is crafted from the jaw of a massive pack beast utilized by the welshen on garden worlds. A ja'van is reminiscent of the story of Samson, who slew one thousand Philistines with the jaw of an ass. Crudely constructed by those who tend to the garden worlds in their spare time, ja'van are antiquities that harken back to the early years of the welshen. This weapon is typically employed in ceremonial duels of honor or for show. The jaw stands the height of a man and is affixed to a long hilt. A ja'van has a psychic resistance of 3.

WEK'SHIM

(WELSHEN SHIMMER GUN)

ONE-HANDED EXOTIC FIREARM

AMMO: None

While remiss to use firearms, welshen are not fully oblivious to the need of a strong military. This long rectangular firearm draws inspiration from large bore revolvers from the 21st century, though it seems to be made of a single piece of chromatic metal with no visible holes by which to fire a projectile.

As a swift action, a welshen can impart kinetic energy into the weapon via a windmill motion with the arm or a series of slashing shakes. This imparts the necessary kinetic energy to fire the weapon which is stored internally. A shimmer can store 1 such charge and such a charge can only be stored for 3 rounds maximum. By investing 1 PPI into the weapon, it can discharge this stored energy. The energy produced excites air particles and can light things on fire at a distance. This takes on the image of a "shimmering" in the air much like a mirage (hence the name of the weapon).

A shimmer cannot fire beyond it's first range increment. A target hit with a shimmer's invisible blast takes fire damage and on a critical hit starts to burn, taking 1d4 damage for 1d4 rounds or until put out. A shimmer can not be fired in space due to the lack of particles to excite.

NOTE: Despite its name, even welshen treat this weapon as an exotic weapon. It is one of the few ranged weapons that they do not believe violates their weapon taboo due to its short range and efficient energy expenditure.

WELSHEN THROWING KNIFE

(KNIFE & CORD)

ONE-HANDED EXOTIC RANGED WEAPON

This traditional weapon of the welshen use to be made out of a knife attached to lengths of electrical wiring. It use to be used so that when the knife was thrown, it was designed to be able to be retrieved with a quick tug. Now welshen throwing knives generally have multiple strands of durasteel wire. Once it strikes, the wielder can quickly retrieve the weapon with a tug of the rope.

This weapon doesn't violate the welshen weapon taboo and cannot be thrown beyond its first range increment.

NEW NECROTECH

K'VUK TH'EL (RECUPERATION MACHINE)

TECH LEVEL 4

CHARGE COST: 3 PPI

SLOT: torso

WEIGHT: 60 lbs.

CHARGE EFFECT: While charged, this bulky vest doubles the users rate of healing from rest and heals two additional points of ability score damage per day to each ability score, or one point of ability score drain.

PRICE 20,000 R

B'K'VUK LA'THEL (VERY COMPLEX LITTLE RECUPERATION MACHINE)

TECH LEVEL 6

CHARGE COST: Special

SLOT: arm

WEIGHT: -

CHARGE EFFECT: While charged the wearer of this device automatically stabilizes when below 0 hit points and regains a number of hit points equal to the number of PPI invested in this device per hour, reallocating the amount of PPI in this item resets the amount of time the wielder must wait before regaining hit points.

PRICE: 30,000 R

YEV'RT TH'EL (DARK LOOK MACHINE)

TECH LEVEL 1

CHARGE COST: Special

SLOT: eyes

WEIGHT: - lbs

CHARGE EFFECT: by investing 1 PPI in these goggles they grant the wearer darkvision 30 feet, each additional point of PPI doubles the range of the darkvision to a maximum of 120 feet at 3 PPI

PRICE: 18,000 R

QUEE'JYT TH'EL

(EFFICIENT HAND MACHINE)

TECH LEVEL 1

CHARGE COST: 1 PPI

SLOT: wrist

WEIGHT: 1 lbs

CHARGE EFFECT: By strapping this sheath to his forearm and investing a point of PPI the wearer can mentally command a series of muscles to push one forearm-length item such as a dagger into his hand as a free action. Resheathing the item is also a free action.

PRICE: 10,000 R

WELSHEN WAR TOKENS

WAR TOKEN OF A D'JEK

TECH LEVEL: -2

CHARGE COST: 1 PPI

CHARGE EFFECT: While charged, this token grants its possessor a +1 luck bonus on saving throws, ability checks, and skill checks. Each time an ally within 30 feet rolls a natural 20, this bonus increases by 1 until the end of his next turn. If the wielder has the t'jek pool class feature then he may instead regain 1 t'jek point.

PRICE: 25,000 R

WAR TOKEN OF A TU'LINE

TECH LEVEL: -2

CHARGE COST: 1 PPI

CHARGE EFFECT: While charged this token grants its possessor Psi resistance equal to 10 + his character level.

PRICE: 40,000 R

CRAFTING WAR TOKENS

Making a war token is, in most cases not that different from making magic items in Pathfinder, save that the effects granted by war tokens are not particularly overt. A war token that grants an insight bonus to AC is thematically appropriate- a war token that sets all of a character's weapons aflame is less so. When creating new war tokens try to find an approximately equivalent magic item in Pathfinder to help you determine the price, the table estimating magic item gold piece values in Chapter 15 of the Pathfinder Core Rulebook can also be helpful.

One thing of note however is that creating a war token that is equipped in a slot other than those listed in the necropunk core rulebook increases price by 10%.

WELSHEN LANGUAGE LESSON>>

KEV AND VUK

The welshen character for healing is "kev" and the word for rest is "vuk". When used in a medical context (such as when one needs to take time off to recover from serious injury) it's written as "K'vuk".

When glazing over something complicated for a layman the welshen use the character "Th". The character that takes the place of a function word for a nonspecific thing is "eel". These two words taken (th'eel) together serve as a general term for complex machinery.

NEW USE FOR SKILL: APPRAISE

A character can take a swift action to make an Appraise check to determine the nature of a weapon or other piece of equipment visible on an enemy. This check is DC 15 + 1 per Tech Level above the appraising character's Tech Level. This gives the appraising character the knowledge of what the piece of equipment is, any modifications it has (benefits and penalties), and any statistics associated with it.

When identifying equipment created as the result of studying progenitor lyrics, the DC is increased by 10 and the only conclusion you can draw upon a successful Appraise check is the type of Craft skill used to craft it.

O.G.L

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