



**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE





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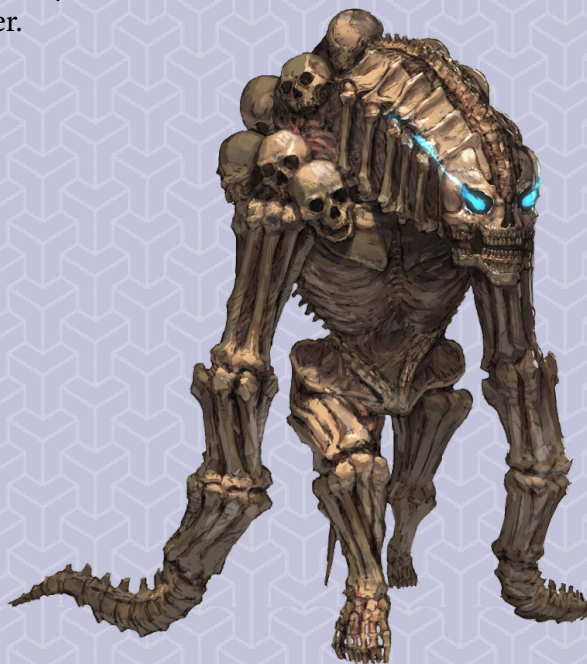


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## CHAPTER 1: INTRODUCTION

*"Can you imagine what I would do if I could do all I can?" -Sun Tzu*

Necropunk is a game and setting that offers a look into what it means to be human. It will be, in the strictest sense, a roleplaying game set in a fantastic future where science has become indistinguishable from magic and necromancy is the flavor of the day.

Necropunk is so much more than a campaign setting. It is our intent to build a community around Necropunk by exploring new ground and engaging players in a way they haven't been engaged before. We want to launch an extensive integrated fiction line in tandem with the roleplaying product in a fashion similar to the digital living campaign setting that others have explored so successfully in the past. Each subsequent release after the core rulebook will include fiction and material related to the fiction included within it.

We aim to invoke a sense of "subtle horror" rather than slasher movie gore. Political intrigue and duplicity will play out against a backdrop of war and personal hubris. We have a vision of a cohesive aesthetic pervasive throughout all elements of the product (from font to formatting, linguistic style, stroke, color choice, and everything in-between).

## A FANTASY SETTING IN A SCI-FI WORLD

Our goal is to create an approachable, unique, science fiction setting that feels like a fantasy setting. We want someone who understands the dynamics of a fantasy game to understand the dynamics of Necropunk. Because of boneskin, melee weapons have made a reappearance on the field of combat. While there are no "magic" powers, we have psychic abilities that, at least in part, functions in a similar way to familiar magic-based concepts (scrying, anti-magic fields, use magic device) Space travel is designed to mimic overland travel (albeit on a larger scale) in a more medieval sense. Ship to ship combat in space is designed to mimic ship to ship combat on water. We draw direct parallels that allow a wider audience to comprehend the universe we are describing.

### A FEW EXAMPLES:

- Qu'ém harken back to monks or samurai. They have a heavy reliance on discipline, a focus on martial arts, and a strong adherence to a tradition/ moral/spiritual code. They are focused on becoming masters of themselves, and employ different schools of their unique martial arts.
- Sentinels recall a warrior or ranger. They are strong generalist combatants who rely on training, versatility, and equipment selection.
- The stalker class is heavily influenced by the concept of skirmishers, rogues, and ninja. They employ a number of surprising, disruptive, and even dishonorable tactics/weapons to achieve the same ends as their counterparts.
- The Necromancers' Guild is very "wizard" like. Their companies are almost like wizard towers and their crafting of necrotech harkens back to the creation of magic items (*"Any sufficiently advanced technology is indistinguishable from magic"* -Arthur C. Clarke). They have a never ending quest for knowledge and will go to great lengths to discover secrets that can grant them power.

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## ONLY HUMAN

We intentionally made all races human in origin. The only differences are political/social in nature. This is to keep the message and theme of the game focused on political/social issues rather than actual physical racial issues ("The dwarves fight the elves because the elves don't have beards. The elves are too proud to apologize and the dwarves are too stubborn to stop." has no place in Necropunk).

We do not intend to ever employ sapient aliens. The only aliens we intend to employ are as "beasts" as enemies for the players. They will be our analogue to mythical creatures employed in traditional fantasy works. Our bestiaries will draw heavily from mythological sources. Where magic or mythological abilities exist- we will use technological/aberrant biological counterparts.

## SUBTLE HORROR

We intend to favor subtlety over direct, overt action. The concept of M.A.D. (mutually assured destruction) will be front and center in combat. If full on interplanetary war breaks out, even skilled players will be hoping to make it out with only a few scars. We will be gearing our mechanics toward a more subtle approach.

Players are expected to excel at one on one/ small scale combats, stealth, and political/social circumventing rather than going in guns blazing.

As the name of the game suggests, Necropunk employs a good deal of horror. This primarily comes in the form of body horror/psychological horror. However, we want it to be subtle. Something can be horrifying and not grotesque or disgusting. Things are subtly physically "off" (in the uncanny valley sense).

We want to raise a number of unsettling transhumanist questions pertaining to the definition of humanity and life itself. We want players to examine these questions and come up with answers on their own. There are no easy answers in Necropunk.



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## EXAMPLE ETHICAL DILEMMAS:

- “Where do you draw the line between human and posthuman and does it matter?”
- “Even though this ship only has a gestalt consciousness it can feel and has biological processes. Is it alive?”
- ”This ghoul used to live. It still technically meets most of the qualifiers for human life, what rights does it have as a human?”
- ”Is it ethical to sell body parts? Those with money will survive and those without will suffer.” (The “buying donor organs” debate)

## COMPLEX, NOT DARK

One of the greatest pitfalls of this project could be its degeneration into a “*grimdark*” setting. We would rather steer clear of that. We want to make a world where people can ask complex questions and find complex answers. In fact, we do not want this setting to be depressing at all. One of the primary factions, the Ewgee (and the Sentinels in particular) stand as a beacon of light against any sort of darkness. As a whole they are not corrupt, they are not ultra-violent, and they do not “cross the line” often. They are cultured, explorative, and the defenders of what’s morally right. In the same vein we even have some humor with the Magpies who are improbably lucky but intentionally naive about the darker applications of their powers.

We want the conflicts not to be “painful”, but to be bitter sweet and unfortunate. The fact that the Ewgee and the Welshen are fighting is basically the fault of the Necromancers’ Guild. The Guild pulls strings to arrange conflict to keep the Ewgee reliant on their necrotech. The Necromancers’ Guild is meant to be the only truly “dark” group (But come on, who doesn’t occasionally want to play the schemer?). Even the unaligned rogues (the Grave Robbers and Hackers) have a flair of romance about them.

The universe as a whole is generally in pretty good shape. It’s not really destitute or ravaged by constant war. The unfortunate conflict between the Ewgee and the Welshen breaks out pretty often, but the casualties are limited and the battlefields often isolated to the dark recesses of space.

## SOCIALIZING

At the core of our gameplay is the social/political aspect of the setting. All class have a social implication. Qu’em are expected to behave a certain way, a b’Vague has certain responsibilities, Sentinels have a military code of conduct, and Mothers of the Prime Bloodline are spiritual leaders for their entire society. This is a game that is so much more than “*roll to see who goes first and beat it with a stick*”.

This all culminates in the “Humanity Symposium”. If the battlefield is the stage for combat characters to excel. The floor of a symposium is the stage for social characters to get their time in the spotlight. Part political knife fight, part scientific trading hall, the symposium is reminiscent of open court.

## SHOPPING SPREE!

Weapons and technology are going to play a large role in in what a character can do. The design team has dreamed up some of the most bizarre and wonderful necrotech equipment. This game includes a robust equipment section. Necrotech can change not only the way a character fights but how they interact with the world at large. Cognitive boosters, powerful magrail sniper rifles capable of firing miles accurately, chaos rounds, temporary organ transplants, subdermal thought radios, bone chain whips made of spines, shoulderblade hatchets, life-detecting eye replacements, magrail cannons that throw superheated slag at enemies, and so much more!



Characters like the grave robbers and necromancers will almost be defined by their equipment. They will have easier access to normally limited equipment. We intend to employ the vaguely defined “resource” as currency rather than hard dollars and cents or gold. This is done to allow for things like social influence, owed favors, discounts, availability, bartering, and other socioeconomic factors.

## PUTTING THE “PUNK” IN “NECROPUNK”

Artistically we are drawing heavily from cyberpunk/steampunk aesthetics. In Necropunk necromancy is the flavor of the day. Everything is organic. Even things that should be technological are actually, in some way, organic (self-repairing clothes that “heal”, surfaces with germ repellent surfaces, brain-based computers, information enzyme veins, cameras that use synthetic corneas, etc).

## SETTING OVERVIEW

### LEAVING EARTH

Humanity has an ancient progenitor that implanted in our DNA a genetic trigger that chemically activated once we left the Solar System. Our bodies began to produce a psycho-reactive element known as “zerostag”, transforming our bodies in inconspicuous ways that allow flesh and bone to transmit thought. Our bones, that which gives us shape, became far more transmissive than any other part of the human body.

### SIDEBAR>>THE APPENDIX

In “modern” humans the size of the appendix is 50% larger and has undergone a metamorphosis. It is believed to have a role in producing zerostag.

At first, humans used this newfound psychic ability to augment their bodies. With a mental command they could make their bones as strong as steel, give their bodies the strength to lift ten times their weight, and so much more. It wasn’t long until humanity got “innovative” and started using bone to augment their technology. Like silicon transmitting electricity, they used bits of bone and cartilage to delicately augment ships and their other inventions. The result was catastrophic!

Bone became worth ten times its weight in platinum. Cutting off your arm could buy you a house, and selling your skeleton after you died could net your family a small fortune. As the value of human remains soared, opportunists set to work murdering those around them and claiming their victims’ bones for profit. Even those interred into the Earth were in danger of having their remains stolen and sold like scrap metal to the highest bidder. Only the truly rich could afford to be buried in a maximum security graveyard to deter grave robbers. The known galaxy became a chaotic place where the rich hoard bone in their ivory towers and guard it against the downtrodden poor who seek the corpses harvested by the rich like hungry maggots.

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## CHAPTER 2: PLAYER RACES

In Necropunk all player races are essentially human at their core. Rather than focusing on the biological differences, the races below focus on cultural and environmental differences (“nurture”, not “nature”). All characters start as medium size (and have no bonus or penalties due to their size), and have normal speed (base speed of 30 ft.).

### EWGEE AND THE CORE WORLDS

The Ewgee began as a collection of planets centered around the innermost worlds that bound together during the turbulent times of the psychic revolution and subsequent wars. This faction was originally known as the “United Governments” which quickly became abbreviated as the “U.G.” Over time, it degenerated to “Ewgee” and became commonly accepted.

### THE CORE WORLDS

The core worlds is ring of systems that is at the heart of the Ewgee. Sometimes called the Galactic Core or “Gesee” slang for “GC”, they are comprised primarily of the worlds within 100 light years of Earth. They are each sovereign and under their own authority, so long as their individual decisions do not conflict with orders from higher up.

### COREWORLDER

- **+2 Bonus to One Ability Score of Their Choice:** You grew up on one of the core worlds of the Ewgee. Coreworlders are given the best society has to offer. Their schooling and varied life experiences afford them their versatility.
- **Bonus Feat:** Coreworlders select one extra feat at 1st level.
- **Skilled:** Coreworlders gain an additional skill rank at 1st level and one additional rank whenever they gain a level.
- **Languages:** Coreworlders begin play speaking only Common. Coreworlders with high Intelligence scores can choose any languages they want (except secret languages, such as Guildspeak).

### COREWORLDER NAMES

Many common names today are also common in the core worlds and on many exile shards. It is quite frequent to find ethnic names from various cultures mixed together (example: Hong-Xian Sykes, Gavrilovich Freeman, Ranjana LeBadeaux, William Takahashi, etc).

### COREWORLDER APPEARANCE

The average coreworlder has a first world upbringing and the hygienics to match. They are generally in good health, have access to cosmetic medical procedures, and never really want for much. They look and act much like the typical human from Earth in the 21st century.

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## THE EXILE SHARDS

During the age of exploration, humanity launched itself into the stars. Thousands of convoys left the Earth for distant stars. Many failed but some succeeded and new worlds were colonized. After this scattering the Ewgee reclaimed some of these worlds, the Welshen press-ganged a good deal of these colonies into joining their empire, while others mounted an armed resistance to remain independent. Now the unclaimed exile shards are the Ewgee's greatest threat. Many of those native to exile shards are aligned with the Ewgee or otherwise find their way to the Core Worlds in search of work and adventure.

### EXILE

- **+2 Constitution, +2 Wisdom:** Exiles grew up on one of the many exile shards of humanity. Exile worlds are often backwater worlds where their populations are forced to live a very rough lifestyle without much technology. Exiles are very street smart, not very book smart, and their hard life makes them accustomed to roughing it.
- **Bonus Feat:** Exiles select one extra feat at 1st level.
- **-1 Tech Level:** Those living on one of the exile shards have not been in contact with modern technology on a regular basis.
- **Languages:** Exiles begin play speaking Common and Old World. Exiles with high Intelligence scores can choose any languages they want (except secret languages, such as Guildspeak).

### EXILE NAMES

On exile shards it is far more common to see one or two dominant Earth cultures. They are often linguistically corrupted over time (Example: On a mainly French exile shard the last name "LeBeau" might have changed to "Libbeauy" or on an exile shard with Germanic roots the name "Schneider" might evolve into "Schenydr").

## EXILE APPEARANCE

Life on a shard is harsh and niceties are few. Many people from the same shard look alike but the exact physical differences are unique to the planet itself. Fashion isn't a great concern for those who grew up outside the Core Worlds and they don't take it too seriously. The name of the game is comfort and practicality rather than aesthetics.

It's easy to tell an exile amongst coreworlders. His head is always held down as if searching for something and this habit tends to increase the chance of finding something on the ground. Exiles are generally unformatable in enclosed spaces and find the idea of "settling down" in a location other than home (such as a hotel) distressing. They carry themselves with a natural upbeat rhythm with long strides that tends to trip them up while in densely populated urban areas.

### THE NOMADIC WELSHEN EMPIRE

The Welshen are a small group of humans who left the civilized sectors for parts unknown in order to start fresh. Following the teaching of Eric L Welsh, they wanted to live in a society where material possessions were second to family and personal development. The Welshen survived for dozens of generations in deep space, scraping lives out where they could. Countless disasters befell them on their journey away from Earth. They were forced to live off emergency rations, live in environmental suits for years at a time, and recycle everything. A strict society developed where honor, loyalty, tradition, physical prowess, discipline, minimalism, utilitarianism, and self-improvement became exalted.

After decades in the darkness of despair, dawn broke on the horizon of fate, and the Welshen began to grow numerous and strong. So prolific became the Welshen's numbers that they soon splintered into hundreds of clans and sub-factions. They entered into a period where their nomadic empire was unrivaled by any of the cultures they encountered. They took many of their conquered foes and added their strength to their own, assimilating them into their ever-growing empire.

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This period, known as the 2nd Welshen Dawn, created a powerful warrior caste. Their nearly constant fighting assured that every man, woman, and child of the Welshen Empire had at least some military training.

Unique amongst the stars, the Welshen abhor guns and all ranged weapons, they are viewed as dishonorable. After all, a man should be able to look upon the one who killed him. As a result, the Welshen have perfected melee weapons, martial arts, and ships' shields to a revolutionary degree in order to compensate.

### FAMILY, HONOR, AND EFFICIENCY

The Welshen hold three things above all else. Family traditions, honor, and efficiency; in that order. A discrepancy often occurs between maintaining one's honor and tradition when it is pitted against the cold logic of efficiency. Politicians, called Vagues, will often attempt to discredit another Welshen's argument by citing efficiency ("That is not the most efficient route" or "I'm sure there is a more efficient way to do that."). The word "efficiency" (in their language it is "e'ket" or "h'ket" in formal situations) gets thrown around a lot and, sometimes, seems to have lost all meaning. It has become paramount to being "chivalrous" for knights. If you ask anyone on the street if so-and-so of the Welshen is "efficient", they would probably agree unless they harbor ill will toward them.

Often Welshen see efficiency being directly related to honor. In a nomadic warrior society, like the one they live in, only an efficient Welshen can prosper and therefore gain honor. The Welshen outlook on life is "Any problem can be solved with any solution- it's just a matter of energy invested". A smart Welshen will find the efficient solution.

Traditions are very important to the Welshen. While their society is secular in the religious sense, they hold an almost religious reverence for their family, their clan, and the zeitgeist of Welshen society as a whole.

### QU'EM

*(Pronounced "Kwä-em")*

Welshen have developed a special martial art style called "Qu'em". This unique martial art arose during the generations of fighting. It relies on the study of combat, body language, geometric angles, predictive algorithms, the most advantageous attack patterns for an enemy, elimination of wasted movement, and psychic bone and muscle augmentation. With the use of this art they can kill an opponent quickly and efficiently. It is practiced as an art form and, when mastered correctly, a practitioner can go toe-to-toe with even a skilled Sentinel in boneskin.

### WELSHEN

- **Clan Bonus:** Welshen have their stat bonus determined by their clan. See the section following this entry for their bonuses.
- **Military Training:** Even civilians in the Welshen Empire must serve in the military. All Welshen are proficient with all martial melee weapons but are not proficient in any ranged weapons (as it is taboo to use them). If they enter a class that is proficient in ranged weapons, he does not gain the ability to use them.
- **Weapon Familiarity:** Welshen treat any weapon with the word "Welshen" in its name as a martial weapon.
- **Languages:** Welshen begin play speaking only Welshen. Welshen with high Intelligence scores can choose any languages they want (except secret languages, such as Guildspeak).

### WELSHEN NAMES

Welshen prefer short names. They are generally only two 3-4 letter long names. Both are chosen by their parents at birth. Some families have a tradition of giving their children one part of the name from each or just one parent. Their names are always pronounced as if they were hyphenated. Welshen use a lot of hard consonants in their name. Example names: Rek El, Han Ka, Jac Mau, Soar Ki, Elan Fey, Kem LeVu, Hal Krem, Mav Cain. Members of brother clans will often include their clan's name in their personal names ("Har of Magdaleeno", "Ven Magdavuul", "Magdaline Thracian").

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Members of the Magdaline clan will often have longer names that sound distinct from the rest of Welshen society. They tend to have a tribal sound to them and use a lot of Greek words. It is believed that this is due to the original members of the Magdaline clan being an exile shard from Greece, though this has never been confirmed.

Venerated titles in the Welshen society are almost always included in their name, even in informal situations ("Qu'em Fe La", "b'Vague Kira Vee", "Rekel Mak Deem", "h'Teach Remi Tei", "b'Sis Lei of Magdaleeno"). Outsiders will often drop this title. While this is considered rude, many Welshen will forgive the slight. Conversely this often causes the Welshen to include respected titles in the names of non-Welshen in informal situations ("Sentinel Jack Herman", "Mother Olivia Jacqueline Anna-Lauren", "SET Mortis Daniel Ryans").

Welshen are also fond of epithets. Often times they are expressive, mysterious, poetic, and illustrative of a great accomplishment (Examples: "Ren Mali, the Blood Knife", "Sak Heli, the Starborn", "Kim Mann, Moonlayer", "Qua Fix, Kingbane"). Often times these epithets become synonymous with the Welshen themselves. Some Welshen, particularly those of great repute, will have many. An official epithet may only be assigned to a Welshen by a h'Devvel (sanctioned artist) who composes an artistic work about them, though informal ones exist. Often times an informal epithet will eventually be picked up by a h'Deveel when they create a work. The Welshen even give non-Welshen epithets, though they are often a great deal less flattering ("Malcolm Harrier, the Low Knife", "General Kirson Mace, Fleetkiller", "Lady Francesca DeLou, Harlot of Sirino Prime").

## WELSHEN APPERANCE

A Welshen dresses for his job. Welshen clothing is often simple, elegant, or decorated in a minimalist aesthetic. They wear a great deal less clothing than other races. Men often walk around without shirts or sleeves and women only wear what is necessary. A lot of their clothing is wrapped around them rather than sewn on. This is because they find other uses for their wraps. A lot of their aesthetic

sensibility has an Arabian, ancient Egyptian, Chinese, Greek, and Japanese influence to it. Large, bold, geometric patterns and symbols artistically adorn their clothing. Hair is worn short, even for the women, and hands are always left free. It is rare to ever see a Welshen without a knife prominently displayed on their body. For some it is a status symbol, others a fashion accessory, but for all- it is a reminder that danger could be just around the corner.

Physically Welshen, on the whole, are shorter than average (the average male is about 5'7) but they can grow as large as anyone else. They are generally built wiry and strong with a tendency towards being lean. Due to the military training the entire society has, the population is generally very fit.

Welshen are always ready for a fight. Their eyes are constantly searching, scanning, probing. They are notorious for becoming uncomfortable if they are in the same spot for a prolonged time. Many pace while talking and use their hands to illustrate points when they talk. They are often well spoken but direct and unflinching. An interesting note is that Welshen almost always take corners wide, subconsciously scanning the angles. Psychologists from the Core Worlds have described their population as an entire society that exhibits elements of the hyperalertness normally associated with PTSD. While firm, calm, and collected, a Welshen is always aware of what is going on around him.

## WELSHEN AND NECROTECH

Necrotech is employed by the Welshen as much as the next culture, but they do it in less blantant ways. While the Ewgee is generally fine employing gratuitous and prominently displayed pieces of necrotech, the Welshen prefer to use it only when practical. They often disguise necrotech as mundane things or as art objects rather than highlight its biological nature. This does not preclude them from using necrotech in game terms but should be considered an aesthetic note.

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## WELSHEN T'KA

### *The Welshen Main Clan*

The main clan of the Welshen empire is known as “Welshen T’ka” (or simply “Welshen”). They have hundreds of large families that comprise it and an army of some of the universe’s best soldiers are at its command. By far they are the most numerous of the Welshen, constituting about 45% of the total population of the empire, they produce more expert craftsmen than any other clan.

Each of the other clans are “owned” by representatives of the Welshen T’ka. All possessions that sub-clan owns is bought from a representative of the main clan (called a “Vague”). If the Magdaline clan needs ten transport ships, they ritualistically “buy” them from the Welshen T’ka. The Welshen T’ka can then use that debt to their advantage over the Magdaline clan and order them to recapture a planet. After capturing the planet, the Magdaline clan is paid for their services and the debt is forgiven.

### WELSHEN T’KA (WELSHEN MAIN CLAN)

- **+2 Charisma, +2 Intelligence, -2 Strength:** The main clan of the Welshen are well respected and held in esteem by members of the other clans. This causes them carry themselves proudly. They have access to better schooling but generally avoid heavy lifting except when necessary.

### SIDEBAR>> HOW CAN THE WELSHEN WIN?

Armchair tacticians tend to assume that the cultural refusal to engage in ranged combat puts the Welshen at an insurmountable disadvantage. What they fail to account for is that every Welshen is a soldier. Even a Welshen child is said to be trained as well as the average planetary defense soldier. They live in a culture where death is common and conflict is expected.

In game terms, it is rare to see a Welshen without class levels in a martial class (most often a level or two in fighter or rogue). Most Ewgee citizens, outside of the military, are commoners. Welshen do not fight superior enemies. As nomads, if they are outmatched they will employ guerrilla tactics or simply move on to a more vulnerable target.

## TABOO WEAPON EXCEPTIONS

In times of crisis Welshen are permitted to wield range weapons. This exception generally is used when an enemy cannot be reached without the aid of a ranged weapon. Even then Welshen prefer thrown weapons to firearms, but will use firearms if necessary. Once killed a Welshen will often seek out the downed creature, look into its eyes, and plunge their knife into them as a sign of respect for their enemy.

## THE BROTHER CLANS

There are two types of clans subservient to the Welshen T’ka. The first is the Magda Clans or “Brother Clans”. These large clans have a special place in Welshen culture and hold a great deal of sway in the politics and military aspects of society. The second are the lesser or “outer clans”. These small clans are only made up of a handful of families and are rarely involved heavily in the military.

## CLAN MAGDALINE

### *The Esteemed Outsiders*

The remnants of a second group of political and religious self-exiles from Earth that found their way into the nomadic Welshen Empire. The Magdaline (then just known as “the Exiles”) were initially their own Empire who directly opposed the early Welshen Empire. They were seen as barbarians who knew only of war. They competed for resources and the conflicts often became bloody. Bloody conflict turned to war, a war the Welshen army was winning. The conflict was interrupted when the Ewgee first came into contact with the Welshen. However, in the Welshen’s darkest hour, when the Ewgee was about to strike a decisive blow on the Welshen homefleet the ancestors of clan Magdaline rode to their defense and saved the Welshen from total defeat. Once enemies, now allies by way of a common enemy in the Ewgee, they were welcomed into the fold. Initially, the Magdaline were hesitant but eventually accepted because their small remaining force could not stand against the Ewgee on their own. In their valiant defense of the homefleet they had lost many of what forces remained from the war with the Welshen.

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As a people, they are known for their short tempers and impulsiveness. However, they have special meditative art known as “masque” which allows them to purge themselves of all surface emotion. All Magdaline practice masque on some level. Masters of the art are known to be almost totally in control of their emotions and are able to see beyond biases.

### MAGDALINE CLAN WELSHEN

- **+2 Strength, +2 Wisdom, -2 Charisma:** Once the enemy of the Welshen, the Magdaline clan earned its place in Welshen society in a moment of glory. Seen as barbarians (“cultured barbarians” but barbarians all the same), they are almost always a little rough around the edges due to their life as warriors. They are more worldly than the other clans due to the violence they have come to expect on a regular basis.
- **Masque Trained:** A Magdaline clan Welshen never strays from their emotional center. As a result they get a +2 to their Will saves.

### CLAN MAGDAVUUL

#### *The Honored Dead*

In a society where efficiency is not only encouraged but the difference between life and death, those who reclaim what is left over are exalted. As a clan, they have the sacred task of reclaiming the bodies of the dead and other materials from the battlefield after the battle is over. The spoils are sorted and sold back to the Welshen Clan via their representatives. Many members of clan Magdavuul are employed in this vocation, but they have produced some of the greatest minds in the Welshen empire and their careers are as varied as their fields of study.

The Magdavuul are also renowned for their stealth and reconnaissance abilities. They are sometimes sent on tasks to reclaim prisoners or the bodies of heroic warriors from deep within Ewgee space. Of all the clans, they are the most reluctant to engage in the art of war due to their firsthand experience with the aftermath. They most often are the voice of non-aggression and conservatism in Welshen politics.

They are perhaps the most honored of clans amongst the outer clans. They came into the fold when the Welshen main had encountered their first disaster en route from Earth. The Magdavuul clan was a group of deep space engineers who responded to the Welshen’s emergency beacon and sacrificed a great number of ships and supplies to help get the Welshen “on the road” again, so to speak. In penance the Welshen clan allowed them to join them. Unlike other clans which are said to “owe” the Welshen clan, the Welshen are generally considered to be indebted to the Magdavuul who tend to have an excess of wealth.

### MAGDAVUUL CLAN WELSHEN

- **+2 Dexterity, +2 Intelligence, -2 Wisdom:** The honored undertakers who reclaim bodies and salvage tech from the battlefield for the Welshen T’Ka are the members of Clan Magdavuul. They are taught engineering principles from their youth and are generally very handy. However they are more isolationist and have a very narrow focus.
- **Rich:** A member of clan Magdavuul starts with +25% more starting resource.

### CLAN MAGDALEENO

#### *The Little Brother Clan*

The Magdaleeno were once a splinter group of the Welshen T’ka. They were tired of the nomadic ways and broke off to live on a world they called “B’Leeno”. For several generations, they were prosperous as a result of the fruitful relationship they still had with their spaceborn brethren. The discovery of Progenitor Lyrics, schematics left behind by progenitors of humanity, on the planet sparked dissent between internal factions. From this piece of technology they made great weapons to turn on each other, and many of the Magdaleeno died in a horrific war. The conflict only subsided when the Welshen T’ka returned to check on the Magdaleeno supplies. As a result clan Magdaleeno has a dislike of Progenitor Lyrics and actively destroys them. Their story serves as a warning to what happens when one lives in excess. A common quote taught to their young is “A fat man cannot run from a tiger. Starve so that you might run when the tiger is upon you.”



As a clan, the Magdaleeno are considered the “oldest” of the brother clans because of their tie to the main clan. They are also looked on as the black sheep because of their initial distrust of Welshen ways. Such views have created a self-fulfilling prophecy. Because people consider them “dirty,” Magdaleeno strip themselves of some of the codes that the others hold themselves to. Members of Clan Magdaleeno act as the secret police of the other clans and have been known to use dishonorable weapons and tactics. The Magdaleeno are a relatively small clan when compared to the Magdavuul and Magdaline, but their duplicity makes them a dangerous and influential one in politics.

### MAGDALEENO CLAN WELSHEN

- **+2 Dexterity, +2 Wisdom, -2 Charisma:** The dishonorable clan Magdaleeno once abandoned the Nomadic Welshen Empire in favor of a life on a planet. They nearly brought about their own destruction before the Empire came and saved them from their own demise. Magdaleeno carry a negative social stigma though they have used this dishonor to do what is necessary, not what is honorable. They have taken to stealthy tasks and stress the value of an open ear.
- **Taboo Breaker:** A Magdaleeno is not automatically nonproficient with ranged weapons.

### THE PRIME BLOODLINE

Pure of body and flowing with life, the Prime Bloodline know well where life springs from. The Prime Bloodline is an ultra-conservative group rooted in religious sanctity, but baptized in subtlety and blood. Ruled by an undisputed king called the Godson who is backed by his mother, a matriarch known as the Mother of Us All, they worship the pure human form- abhorring all but the totally clean. They seek to carry on and proliferate the genetics of an ancient god figure and spread it amongst the stars. For their piety, they are rewarded in the afterlife where only the parts of one that were given to him by their Mother may travel. Priestesses known as Mothers give birth to fanatical, generically perfect, soldiers who are trained in the art of war to fight for the Ewgee.

### FAMILIES

There are hundreds of thousands of families. They generally fall into one of three philosophies. Collectivism, radical social contractarianism, or they are members of the Godson personality cult. There is no official divisions amongst them and many families may incorporate elements of all three to some degree.

#### COLLECTIVISTS

*“Safety in numbers”*

The more collectivist oriented families are the most common of the families. They have a general social, economic, and political outlook that places group goals over individual goals. They believe in the good of the many over the good of the few. They are optimistic about the future and push the boundaries together as a group. They are generally more liberal in their adoption of new technologies and open to new ideas.

Prominent families include the Smith, Johnson, Williams, Kozlov, Jones, Lebedev, Brown, Davis, Miller, Moore, Taylor, and Anderson families.

#### RADICAL SOCIAL CONTRACTARIANISM

*“Obey the laws... or else”*

The extremists who punish their own for violation of the social contract. The social contract is an implicit agreement among the members of a social organization to cooperate for the benefits of the group. They believe in the benefits of the adherence of a legitimate authority, a hierarchical structure, and the maintenance of the status quo. They rely heavily on traditionalism and have adopted the motto, “If it isn’t broke- don’t fix it”. They hold life very sacred and will not engage in risky behaviors.

Prominent families include the Murphy, García, Smirnov, González, Moriarty, Ivanov, Pérez, Ramos, Petrov, and Popov families.

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## GODSON CULT

*"Glory is the Godson"*

A group of religious worshipers of the Godson and Mother of Us All. They are prolific breeders who believe that the Godson and Mother of Us All's words are the literal word of God. Their mothers ONLY use genetics from firstborn.

Prominent families include the O'Connor, De Luca, Nagy, Farkas, Simon, O'Kelly, and Gallagher families.

## PROMETHEANS

*AKA: Order of Prometheus*

This radical internal group has top secret facilities for Progenitor Lyrics. Many see them as no better than grave robbers, despite their claim to be a scientific organization dedicated to the retrieval, study, and preservation of Progenitor Lyrics.

Needless to say, they have made a few enemies. They are always on guard, expecting a C.O.R.E raid to happen at any moment, a death artist and his phagen extermination squad to bust through the door, or a b'sis tactical unit to slit their throats. While the Prime Bloodline leadership does not endorse the order, their steps to quell it are lackluster at best. It is believed that they hope to benefit from the technology and insights gained by the order.

When first accepted into the Order, an applicant becomes a novice. These people are often involved in low level operations, political rallies, and basic research into existing Progenitor Lyrics. They are kept under constant surveillance and trusted with little to no valuable information. Eventually they are promoted to the rank of squire, where they are paired with a knight. A knight vets the squire's commitment to the cause, teaches the squire what he knows, and watches over his charge. Once a squire has been sufficiently trained by a knight, he can become a knight himself. A knight is granted access to tactical weaponry and armor based on "promethean" designs, or what they refer to as progenitor lyric inspired gear. They are the footsoldiers in the war against those who would keep Progenitor Lyrics from being studied.

After years of service, a knight can become an archknight.

Archknights serve as officers and tactical team leaders in this renegade army. Archknights are walking arsenals of promethean firepower. A seasoned veteran of many raids and a survivor of many attacks, an archknight is a force to be reckoned with even without his gear. Fully equipped, they can go toe-to-toe with the most skilled sentinel or qu'em. Though they number very few, their power is known far and wide.

## PRIMES

- **+2 Wisdom, +2 Constitution, -2 Intelligence:** A Prime grew up in the religious halls of the prime bloodline. Members of the Prime Bloodline are well versed in scripture and lore but often times fail to see (or refuse to see) the empirical side of things. They often fail to see the forest for the trees, preferring to see a metaphor for love and honor. This society is a matriarchy. The eugenic breeding programs they employ ensure that only the best of their breeding stock pass on their DNA.
- **Unshakable Faith:** Primes live a codified lifestyle filled with study and ceremony. They have an unshakable faith. It grants them a +2 racial bonus on Will saves.
- **Prime Blood:** Members of the Prime Bloodline seem to have an enhanced connection with innate psionics that humanity was gifted with by their ancient alien progenitor. They have +2 racial bonus on Knowledge (psionics) checks.
- **Genetic Profiling:** Primes receive a +2 racial bonus on saving throws against poison.
- **Languages:** Members of the Prime Bloodline begin play speaking Prime and Common. Primes with high Intelligence scores can choose any languages they want (except secret languages, such as Guildspeak).



## SOCIETAL ROLES

### THE MOTHERS

They are women who are charged with giving birth to the next generation of pure souls. Made pure by ritual and strict observance of religious tradition, they keep a watchful eye over their sons and daughters. Mothers are expected to give birth to no fewer than 32 children in their lifetime if they wish to achieve spiritual enlightenment. As a result of this, they are almost always pregnant.

Once a mother has finished giving birth, a mother is allowed to browse a genetic catalog of stored genetic material and decide on the profile she wishes to use for her next child. The process generally involves getting permission from the mother whose child the selected genetic material belongs to. This is a very political matter, and alliances between different families are almost entirely based on such selections. For example, "If you produce a female child as a result of this pregnancy, she must be allowed to turn into a mother," might be a condition set by the mother of a potential donor.

Approximately 1/100 members of the Prime Bloodline are accepted as mothers. They must have impeccable genetics, a very well rounded religious education, formal training, and complete several complex rituals to become a Mother. Those who fail to meet these high standards are restricted from breeding and become "Daughters". Due to selective breeding performed in the past, women of the Prime Bloodline are prone to multiple births, and it is seen as something of a blessing when it occurs.

### THE MOTHER OF US ALL

The religious leader of the Mothers bears the title of the Mother of Us All. She is expected to act as the advisor of the Godson. After undergoing a ritual, she is seen as the walking avatar of the Goddess and her word is the word of the Goddess. The Goddess is a deity from their scriptures who is said to be the first female. She is believed to have perfect DNA. Her children become known as "Children of the Goddess" and are given great positions of power within society. Her sons are

assigned to her as her personal guards, and any daughters she might have are often given high political positions. Many of her female offspring become Mothers. A Mother of Us All is allowed to give birth to only one child after accepting the burden of her position. The final child of a Mother of Us All has always been male. This child is known as "The Godson," and must always be made with the genetics of an ancient lineage that is said to date back to an ancient deity known as "the Old God". This ensures that the "prime bloodline" is always continued and always pure.

### THE SONS

The Sons, as the male members of the Prime Bloodline are known, are fanatical religious warriors indoctrinated to follow the guidance of their Mother. A Mother is treated as their commanding officer when it comes to mobilization (though she is not on the battlefield). Sons have an unusual dependence on their mother that is culturally accepted (and lauded). Sons refer to each other as Brothers.

By law, they must all have their genetics stored somewhere and a Mother may request it when she is preparing to have another child. "Father" is a title that all sons seek, though they will likely never meet their offspring (and the title is little more than a badge of honor). Many often requested Sons brag about how many children they have fathered.

### THE DAUGHTERS

Women who do not become Mothers become Daughters. Often they are made sterile at a young age. They are trained much like Sons but hold officer rank over their brothers and serve as field captains. Many Daughters will serve as the personal guard of a Mother. Brothers call them Sisters. Daughters are sometimes known to serve in administrative roles as well. A daughter is generally not made into a Mother because of a selective breeding program that is in place or because a given mother has produced too many mothers in her time.

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## THE GODSON

The only child that may be produced by the Mother of Us All after ascending to the status of avatar of the Goddess is known as the Godson. The Godson is the leader of the One Family (the Godson, his Mother, and her other children). He is the carrier of the genetic code of the one true god who died long ago. There is a prophecy that when all of humanity has been infused with the lineage of the gods there will be one Godson born as the Old God living incarnation.

## THE FIRSTBORN

All Mothers, as part of their ritual to ascend to Motherhood must use the genetics of the current Godson to produce their first child. This child is known as his Mother's Firstborn ("I am the Firstborn of Sarah") and is treated with favor among his siblings. Firstborn are given the best of everything, and all of a Firstborn's siblings refer to him as "Older Brother" or "Older Sister".

Firstborn are given autonomy, encouraged to breed with non-primers, and often take jobs and positions that send them far from home while their siblings are expected to remain close to home. Many join the Sentinels or other prominent Ewgee military units. Firstborns are often gifted with higher than average PPIs and many prominent psychics are Firstborns. Despite the favor with which Firstborn are treated, the birth order of a Mother's subsequent children does not convey any particular privilege or have any other bearing on the manner in which they are treated. Female Firstborn who do not become Mothers are still allowed to have children.

## FIRSTBORN

- **+2 Bonus to One Ability Score of their Choice:** The firstborn are a unique caste within the Prime Bloodline. A firstborn is the first child of a Mother. They grow up with the best of everything and are allowed to live a free life.
- **Bonus PPI:** Firstborn have a strangely high psychic potential index. They gain +2 PPI.
- **Prime Blood:** Firstborn seem to have an enhanced connection with innate psionics that humanity was gifted with by their ancient alien progenitor. They have +2 racial bonus on Knowledge (psionics) checks.
- **Genetic Profiling:** Firstborn receive a +2 racial bonus on saving throws against poison.
- **Languages:** Firstborn begin play speaking Prime and Common. Members of the Prime Bloodline with high Intelligence scores can choose any languages they want (except secret languages, such as Guildspeak).

## SIDEBAR>> PRIME BLOODLINE VS. NECROMANCERS' GUILD

The Prime Bloodline and the Necromancers' Guild are in total opposition to each other. The Necromancers think those of the Prime Bloodline are antiquated religious fanatics who only slow scientific advancements with their dedication to traditionalist fantasies about sanctity of body. Those of the Prime Bloodline believe that the Necromancers are polluting their body (and the human gene pool). They find necrotech revolting and the form Necromancers take equally so. They also see them to be directly in opposition to their goal of spreading the Prime Bloodline to all of humanity by muddying the water with their filthy modified genetics. In many ways they see them as a trial from the God of Old to overcome.

## INBREEDING

The greatest sin a member of the Prime Bloodline can commit is incest. They believe close relatives pollute the gene pool with genetic defects so they screen people's genetics prior to impregnation.

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## NAMES IN THE PRIME BLOODLINE

Names are very important in the Prime Bloodline and a given person have many different names for many different occasions. A member of the prime bloodline is given a “birthname” by their mother. This name is only used until the child is five years old. After that it is only used on rare, very personal occasions, between mother and child. It is often akin to a pet name and is generally short (example: “Holly”, “Benny”, “Jimmy”, “Flower”, “Monkey”, etc). Once the child turns six they are welcomed into society with their common name. This name consists of four parts. The first is chosen by the prime’s mother and is called the first name. The second part is chosen by the child themselves and is known as their personal name. Their third name is the name of their paternal grandmother’s maiden name and the fourth name is the last name of their mother. These two last names are hyphenated. Names in the Prime Bloodline tend to be very long (example names: “Walter Pedro Rodriguez-Salvatori”, “Hermann Gunther Schwab-Astor”, or “Relena Anastasia Alister-Petrov”).

Most often a person uses their personal name in informal situations. A member of the prime bloodline will often sign their names with their personal name and their mother’s last name. Only during religious ceremonies will anyone use their full name. A person’s first name is only to be used in formal situations or when first meeting someone. A good rule of thumb is to think any anytime you would normally use “Mr.” or “Mrs.” it is acceptable to simply address them by their first name. When using a person’s first name you only use their first name, not their full name.

Primes can acquire other names however. If they are afforded a position within the government or military, they take on a service name. A service name is done in the same format as their full name. Their first name is the same first name as is used in their full name. Their second name is a new name they are given by a senior member of their branch of service during a ceremony and is known as their ceremony name. Their third name, called their title, is the same as all members of their service and is used to denote skill or positions. Their third name often changes as a result of getting promoted

or transferred. Their last name is that of their mother’s last name. For day to day use most other members of the same service will use a prime’s ceremony name.

## PRIME BLOODLINE APPEARANCE

Physical appearance is very important to members of the Prime Bloodline. They often wear multiple layers of clothing and partake in high fashion. Elaborate patterns are the norm on their clothing and it is considered uncouth to show a great deal of skin. Typically only the neck, head, hands, and ankles are shown in public.

For men hair is almost always kept short while women are expected to have very long hair (mid back or longer) if they want to consider themselves to be in fashion. They often take a great deal of time for their personal grooming.

## CHAPTER 3: LANGUAGES

### COMMON

STATUS: Living

ALPHABET: Mix of Latin and Aramaic Characters

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

SPOKEN: On the core worlds. It is frequently used as the universal trading language as it is the most commonly reproduced language.

DIALECTS:

- **Exile Specific (+1 - +5):** Each exile shard almost universally develops a unique dialect due to their isolation. Some simply have a slight accent while others have entire words, phrases, and structures of grammar that are unlike standard common.
- **Rimm'en: (+2):** A jive-speak spoken with a heavy western accent spoken on the Endworlds, far from the influence of civilized society.
- **Mill.Comm (+4):** The Ewgee military lifestyle has led to a dialect reliance on military slang, acronyms, and rhyme-slang that has developed over the centuries. It is difficult for non-military personnel to comprehend. It is spoken rather quickly and abruptly.

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## GUILDSPEAK

STATUS: Hidden

ALPHABET: Arabic numerals

11 02 220 334 433 228 776

SPOKEN: This language is spoken by the Necromancers' Guild. It involves a series of rapid clicks transited artificially. It's main use was originally developed in order to more easily convey complex mathematical and scientific data. Today it is often used as a secret language that the Guild uses to add an extra layer of security to its communications.

DIALECTS:

**-Cypherspeak (+5):** This is version of guildspeak is based on the manipulation of complex shifting algorithms. Without the original algorithm it is very difficult to decipher (+20).

## WELSHEN

STATUS: Living

ALPHABET: Original (Geometric shapes close to syllabics written like Chinese characters)

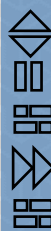
SPOKEN: Used by members of the Nomadic Welshen Empire. For a more complete description see the Welshen Language Primer section in this book.

DIALECTS:

**-Magdaline (+2):** Mixed with their original language, Magdaline have a number of slang words that do not exist in other dialects.

**-Magdaleeno (+1):** The Magdaleeno dialect manifests itself as a light, polite, soft, accent.

**-h'Dect (+7):** A poetic performance language where only 84 codified and esoteric concepts are recognized.



## OLD WORLD

STATUS: Obscure

ALPHABET: Cyrillic

А Б В Г Д Е Ё Ж З И Й К Л М Н О П Р С Т У Ф Х Ц Ч Ш Щ Ъ Ы Ь Э Ю Я

SPOKEN: On Earth the primary language became English after the unification of governments. A series of French, Russian, and Spanish loanwords entered the lexicon.

DIALECTS:

**-Northern (+1):** A gruff, Russian pattern of speech with elements of British politeness is the dialect for those from Europe.

**-Southern (+2):** A heavy slurring accent pervades the southern regions of Earth.

**-Rummey (+10):** Used by scavengers ("Rummagers"), this Hindi based rhyming slang is intentionally difficult to pick up.

## PRIME

STATUS: Living

ALPHABET: Hieroglyphic

SPOKEN BY: Members of the Prime Bloodline. When written it uses logograms to depict speech sounds rather than full words. Special symbols break up words and sentences. The speech is generally very elaborate and flows from top to bottom with no lines breaking up the columns.

DIALECTS:

**-Venn (+3):** The language used for religious prayer.

**-Humm (+2):** A rhythmic, deep, humming, guttural, muttered slang used by Brothers. It is considered somewhat uncivilized at best and vulgar at the worst.

**-Heen (+8):** A very high-pitched singsong dialect of Prime used for high prayer. It serves as the counterpoint to Venn. The one who sings in Heen often represents the Old God while the congregation praying in Venn represents the mortals. It is sung by a soprano using falsetto. Eunuchs or women have a much easier time achieving and maintain the strenuous C6 or higher required while praying. Males can learn to sing this high, but it requires formal training.



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## CHAPTER 4: GAME MECHANICS

### FACTIONS

In addition to your character selecting a race and class, each character must select a faction. During the course of gameplay a character's allegiances may be tested or even shift. However, a character's initial faction still determines what kind of Knowledge skill must be used to identify them.

#### EWGEE

The Ewgee is a group of three major universal powers (The Guild, the Bloodline, and the Coreworlds who are protected by the Sentinels). Knowledge (faction) checks do not have a penalty amongst members of the Ewgee.

- The Necromancers' Guild [Ewgee]
- The Prime Bloodline [Ewgee]
- The Coreworlds [Ewgee]
- The Sentinels [Ewgee]

#### WELSHEN

Despite being comprised of many clans, the Welshen exist as a single faction for the purposes of game mechanics.

- The Nomadic Welshen Empire [Welshen]

#### UNALIGNED CHARACTERS

Characters not affiliated with any of the major power get a reduced penalty on Knowledge (faction) checks. This penalty is only -1.

- Exile Shard [Unaligned]
- Unaligned [Unaligned]

#### ALIGNMENT IN NECROPUNK

The vast majority of people in the Necropunk universe are of true neutral alignment (Player characters and NPCs). People of more extreme alignment are viewed as extremists in some fashion. More often than not, they wear their alignment on their sleeve.

A lawful character will preach the gospel of the social contract while a chaotic character will flaunt his disregard for the rules of society. Good and evil are more subjective but none the less apparent. An evil character is like a corrupt cop- everyone knows it, but no one wants to say anything. The concept of "good" is that of altruism (giving of yourself for the benefit of others). In a way the duality of good and evil can be summed up with "altruism vs selfishness".

### PSIONICS

#### PPI

All people have some degree of psychic power. It is measured in PPI. (Psychic Potential Index) The average human has between 3-5 PPI. A "high" PPI is 5-8 and a "low" is anything 2 or below. A "psychic" grade PPI is a rating of 10 or higher. Psychics are generally between 10 and 14. There are rumors of psychics with PPIs of 40 or higher than can command legions of ghouls from two worlds away. The best way to envision "PPI" is to think of it in terms of speaking. The higher your PPI, the louder you can yell and the loudest voice gives the orders.

- **All characters start with a PPI value determined by your character's starting class.**

#### CONDUCTIVITY

There are a lot of parallels to be drawn between thought transmissions and electricity. Not all bones share the same degree of psychic malleability. Human bone conducts human thought the best though the bones of other creatures can conduct it as well. Your own bones conduct your thoughts the best. The degree of resistance a thought encounters is called PRI (Psychic Resistance Index). The higher the PRI the worse the transfer rate and more degraded the quality thought is. Inflections get lost, emotions get distorted, and sometimes things are dropped entirely if resistance is too high. Though all equipment is assumed to be made of natural human bone by default, gear may denote "resistance".

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## SYNTHETIC BONE

While it's relatively easy to produce synthetic bone, for some reason it's a very difficult process to make it thought-transmissive. Necromancers have managed to empower such "false bones" with the ability to transmit psychic energy, but they are still not as effective as real bone.

## ZEROSTAG

The "zerostag" genetic markers is responsible for the growth of thought-transmissivity in humans. Someone's psychic potential is decided by genetics. Lines of powerful psychics often produce more powerful offspring. The heads of these families, so called "psylords", are at best self-styled aristocrats and at worst tyrants who control the political scene from the shadows.

Those who train their mind can learn to use their existing psychic potential more efficiently, but they can never truly grow their PPI.

## USING PPI

In order to use a piece of necrotech you need to use PPI. The best way to conceptualize PPI in mechanical terms is to imagine them as equipment slots for necrotech. It generally takes PPI to equip a piece of necrotech. Each piece of necrotech has a PPI cost to equip, usually 1. Sometimes other things can consume PPI (example: using the qu'em style, psychic powers, etc). With a swift action, a character can provide PPI to any number of non-charged items in his possession. As a free action taken at the start of a character's turn, they may re-distribute PPI amongst their equipment once per turn. A character may provide a bone weapon with extra psychic charge when they activate the object as part of the same action. Invested PPI cannot be spent again until it is removed from the item or psychic power it is invested in. Spent PPI is expended until the start of your next turn.

## PSYCHIC CONCENTRATION CHECKS

A psychic concentration check is Intelligence modifier + Psychic Level. "Psychic level" can be replaced with and stacks with levels in classes that have at least 10 PPI.

## PSYCHIC CHARGE

Excess PPI can be channeled into bone weapons to make them more powerful. Thought-transmissive weapons and armor (like bone weapons or boneskin) require 1 PPI to use + psychic resistance if any so any amount of PPI over that can be used to provide a piece of equipment with an additional charge. Once charged, an object can hold this charge indefinitely as long as it is still in physical contact with the person who imbued it with a charge. When it leaves physical contact with the person, the charge dissipates by the end of his turn. This extra PPI gives the weapon +1 a bonus on damage rolls per PPI invested in the weapon (example: Putting 4 PPI, 3 more than is required, into a weapon makes it do +3 damage). A weapon with at least 3 extra PPI expended on it ignores the hardness of objects when used. In the same fashion thought-transmissive armor can be used to negate this extra damage. For every point of PPI invested in though-transmissive armor over the required amount, it grants DR 1/-. In the same fashion, 1 PPI over the requirement grants a +1 psychic bonus to AC (an armor may benefit grant bonus DR and AC if the character choses to do so). The bonus to damage, AC, or DR may never exceed half the HD of the character (minimum 1) (Maximum +10 damage and DR 10/-). Bonuses to AC and DR from multiple armor items (such as a shield and armor) stack, but still may not exceed this bonus. any item with a psychic charge currently invested in it gains two points of hardness and ten hit points per point of PPI invested in it. Some other pieces of necrotech may allow you to expend PPI for additional functions. A psychic bonus to AC functions in the same way an enhancement bonus to AC normally does.

**EXAMPLE:** You have 5 PPI. You have a synthetic bone knife which has a resistance of 1. It normally does 1d4 damage. You use 1 PPI to use the weapon, 1 PPI to pay for the resistance, and the rest of your PPI (3) to charge it. Your bone knife does 1d4+3 damage (before applying damage modifiers from a high Strength score, feats, or class features). Your opponent has boneskin on. They allocate an extra 2 PPI over what is needed to activate it. This gives them DR 2/-. This means when you stab them you will be dealing 1d4+1 damage after their damage reduction is applied.

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## COMBAT PHASES

### WHAT IS A "PHASE"

Certain characters get extra actions each round due to supernaturally fast precognitive movement. This effectively gives that character extra partial turns. Each phase you act in gives you 1 extra standard action. If this standard action is used for movement, you only use 1/2 of the character's current speed.

A character can make a 5 foot step during a phase action. Using a 5-foot step does not forfeit movement for the entire turn but forfeits movement for the current phase. A character may only take one 5 foot step during their entire turn, regardless of the number of phases they may act in.

### TURNS VS. PHASES

Each turn has several phases. Phase 3 (golem armor/master magpies) goes first, followed by Phase 2 (boneskin/qu'em/magpies), finally followed by Phase 1 (everyone else). Characters move in initiative order in each of their phases. For the most part a given turn will only have 2 phases (Phase 1 and 2) as very few creatures have the ability to act in Phase 3. During a phase action a character can elect to maintain a total defense if they took it before.

### ACTION ECONOMY

- If a creature can act during Phase 3 they receive: 1 standard action (Phase 3), 1 standard action (Phase 2), 1 full turn (Phase 1)
- If a creature can act during Phase 2 they receive: 1 standard action (Phase 2), 1 full turn (Phase 1)
- If a creature can act during Phase 1 they receive: 1 full turn (Phase 1)

### FIREARMS IN PHASE

A firearm needs to either be made of bone or a magrail weapon in order to be fired in phases 2 or 3.

## TECH LEVELS

### WHAT ARE "TECH LEVELS"?

Each character has a certain level of familiarity with technology. In this day and age, science advances much more rapidly than in the 21st century. As such, if someone is not actively keeping up with the trends of the day, their lifestyle tend to become antiquated quickly. Certain items have an associated "Tech level". A character must have that Tech Level or higher to be able to utilize it. A character can use a Use Technological Device check in order to use equipment above their Tech Level. In order to craft an item, a character has to have the appropriate Tech Level.

### STARTING TECH LEVELS

Characters start with "Tech Level 1". Certain class features raise this, as do several feats.

Tech rating represents the level of technology with which a character is familiar.

- TL -2: Pre-21st Century ("No Tech")
- TL -1: 21st Century
- TL 0: Antiquated Necropunk tech
- TL 1: Current tech
- TL 2: +1 year
- TL 3: +3 years
- TL 4: +5 years
- TL 5: +7 years
- TL 6: +10 years
- TL 7: +12 years
- TL 8: +15 years
- TL 9: +20 years
- TL 10: Progenitor Tech

Objects based on the designs of ancient powerful tech left by the progenitor of the human race. TL 10 also applies to anything +100 years or more.

Each "season" of the living campaign, a new list of tech is published, advancing the "state of the art" (what is considered "Tech Level 1" tech).

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## SKILL CHANGES

A number of skills in Pathfinder need to be modified when using the Necropunk campaign setting.

## SOCIAL SKILLS

The following skills do not exist in the Necropunk Campaign Setting: Bluff, Diplomacy, Intimidate, Sense Motive. This is replaced with the social combat section.

## CRAFT

The most common Craft skills are necrotech, armor, ships, weapons (melee), firearms, clothing, and traps. See the “crafting” section below for more changes. Craft (alchemy) is usually referred to as Craft (chemistry), but there is no appreciable difference.

## HEAL

Heal has been expanded to include the bonding process for necromantic body modifications. After necrotech parts are created for use in body modifications, a skilled surgeon must install them. If the surgeon succeeds, the body modification is installed. If the surgeon fails, the body modification is wasted and the subject must recuperate before any further surgeries can be attempted. If the surgeon fails by 5 or more, or rolls a natural 1 on the surgery check, the subject must make a Fortitude save (DC 10 +1/2 surgery DC) or die from complications to the surgery.

**Special:** A surgeon may spend additional resource (= to ½ the resource cost of the Body Modification) and add +5 to the surgery DC to attempt to remove the side effects of the body modification. A failure of less than 5 simply leaves the complication intact.

## KNOWLEDGE

- Knowledge (arcane) is now replaced with Knowledge (psionics). It is used to identify psionic effects, PPI allocation, if an object has a psionic charge.
- Knowledge (dungeoneering) is replaced with Knowledge (warfare) and applies to Knowledge checks relating to tactics, military protocol, battlefield analysis, and the identification of humanoid soldiers and machines of war. In addition, a character targeted with a tactical guidance social maneuver who has at least 5 ranks in Knowledge (warfare) may elect to “fail” the check and gain the teamwork feats.
- Knowledge (engineering) now applies to a wider base of technological advancement. It can be used to identify equipment (DC 10 + x5 Tech Level).
- Knowledge (geography) is limited to planetary navigation (as Space now applies to navigation in space).
- Knowledge (local) and (history) are replaced with Knowledge (faction) which apply specifically to a given faction. (Factions: Welshen, Sentinels, Core Worlds, Necromancers’ Guild, Magpies, etc) It applies to the history, legends, personalities, inhabitants, laws, customs, and traditions of a given faction. A character who is not a current or past member of a given faction takes a -2 penalty on Knowledge checks for that faction.
- Knowledge (nature) can now identify alien type creatures and can help you on Knowledge checks pertaining to xenobiology.
- Knowledge (nobility) is replaced with Knowledge (politics) and applies to Knowledge checks relating to the political climate, who’s-who in politics, government hierarchies, bureaucratic processes, and people’s connections.
- Knowledge (planes) is replaced with Knowledge (space) and applies to Knowledge checks relating to navigation, location, phenomenon unique to space and creatures native to it.

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## LINGUISTICS

Characters may have dialects. If you do not speak the dialect someone else is conversing with you in you must make a DC 10 + the difficulty indicated in the dialect's entry to understand it. Once the check has been made, you may understand that given character's dialect if you are familiar with the base language. When you put a point into Linguistics, you may select a dialect instead of a new base language. A character must know the base language before they can select the dialect.

## PROFESSION

Profession (sailor) is generally replaced with Profession (pilot). The most common Profession skills are ambassador, artist, bookie, clerk, celebrity/media personality, chef, doctor, entrepreneur, farmer, gambler, hitman, information broker, pilot, police officer, salesman, scientist, librarian, miner, scribe, and soldier. Profession (sailor) still exists, however, and pertains to sailing ships on water.

## RIDE AND FLY

- Ride is interchangeable with "Drive". This applies to ground vehicles and spaceships and may be used in place of or taken in place of Ride.
- The skill "Ride" may also be taken, but now applies only to horses and other riding animals.
- Fly now also applies to zero-g combat in addition to its normal use. It can be taken without a way to fly.

## SPELLCRAFT

The skill "Spellcraft" is removed.

## USE MAGIC DEVICE

Use Magic Device is now renamed "Use Technological Device" (UTD) and uses your Intelligence rather than your Charisma. It applies to advanced equipment rather than magic items. You can use a UTD check to activate equipment with a higher Tech Level than you currently have. A character can still try to activate technological devices by activating it blindly, decipher blueprints, and emulate having an ability score.

In addition, when a character tries to emulate a race, they may choose to attempt to act as if they were a member of a different faction at the same DC. The DC to activate technology above your Tech Level is DC 10 + 2 per Tech Level beyond your current Tech Level. A character cannot attempt to activate an item with a Tech Level more than 8 in this fashion.

## OPTIONAL RULE: SCARS

A character who is reduced to zero HP suffers a superficial scar from the final wound. The location is determined by a dice roll on a d20 (see below). To remove a scar it takes a DC 10 + 20 – the number rolled Heal check. This takes a 1 hour in surgery, 100 resource in medical supplies, and a sterile environment. Multiple scars only impose a further -1 penalty for each scar.

- 1: The scar is a visceral reminder of your failure. This scar ultimately poses no physical limitation but it attracts stares. Maybe it's a deep scar across your eye, an ugly blemish on your neck, or an unhealed wound that others can't help but look at. This imposes a -4 penalty to social checks.
- 2-3: The scar you suffer is pronounced and visible but small. It might be a dime-sized patch of scar tissue on your face or a swath of hair that refuses to grow back. This imposes a -2 penalty to social checks.
- 4-19: You suffer a small, minor, superficial, scar somewhere generally covered up. It imposes no penalty but it is there nevertheless.
- 20: The wound heals clean by some miraculous effort, leaving no scar.

## FEINTING

Feinting is a standard action. To feint, make a social maneuver (using your SMB) or a combat maneuver (using your CMB) ignoring size bonuses or penalties. The DC of this check is equal to your opponent's CMD ignoring size bonuses or penalties. If successful, the next melee attack you make against the target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your next turn.

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When feinting against a non-humanoid you take a –4 penalty. Against a creature of animal Intelligence (1 or 2), you take a –8 penalty. Against a creature lacking an Intelligence score, it's impossible. Feinting in combat does not provoke attacks of opportunity.

#### ZERO-G COMBAT

When fighting in zero gravity situations, characters use underwater combat rules (described in Chapter 13 of the Pathfinder Core Rulebook) as if they were in non-flowing water. The difference is that they use Fly checks in place of Swim checks to move (swim speed is replaced with fly speed). The rules for stealth and detection underwater do not apply to zero-g combat. All melee and thrown attacks suffer the penalties listed for slashing and bludgeoning damage. A creature with firm footing (adjacent to a wall) does not suffer these penalties. Attacks made in zero-g do not have their damage reduced when attacking (only the attack roll).

#### SHIP COMBAT

Ship to ship combat is done in the same way that ship combat is described in the Pathfinder RPG Game Master Guide. There are differences however. A ship may move up or down in addition to its normal movement. Profession (sailor) is replaced with Profession (pilot). Arms are replaced with "gun ports". Starships do not rely on sails and as such are not affected by the direction of the wind (as there is no wind in space). All references to "siege engines" should be assumed to refer to "shipboard weapons".

A "sinking" ship in Necropunk has a chance to go critical and explode. Roll a percentile dice. On a roll of 25% or less the ship explodes. This deals twice the ship's ramming damage to all crew members and all adjacent squares. The crew is then exposed to the environment around them (assumedly the vacuum of space).

#### THE GREAT VOID (SPACE)

A human exposed to the vacuum of space is almost always at risk of immediate death. Each round they take 2d6 cold damage per round and have to make a Fortitude save or fall unconscious. The DC of this is DC 20 + 2 per round of exposure. An unconscious creature continues to take this damage while unconscious. Every 1 minute of exposure a character takes 1 negative level. This can be restored by receiving long term care (see the Heal skill in the Pathfinder Core Rulebook) as though it were ability score damage. In space, no one can hear you scream and, as such, you are considered silenced. The great void of space has no gravity and uses rules for zero-g combat. An environmental suit can protect a given creature from the effects of space (see the armor section for more information).

### CHAPTER 5: CHARACTER CLASSES MULTICLASSING

Sometimes progression in a given class becomes impossible. The reasons can vary from the political, to the emotional, to the mechanical, or even the physical; for whatever reason, your character cannot continue in the class they started in. Generally, a character is not allowed to multiclass in Necropunk. This is because characters, when they start at level 1 in their character class, have already had a great deal of training and experience to bring them to that point. A qu'ém has undergone years of training and seen combat a dozen times, a sentinel has gone through the most grueling war college in the Ewgee and survived, a psychic has honed his mind for his entire lifetime, diplomats have arbitrated a hundred disputes, stalkers have perfected their deadly craft on a thousand failures, engineers have studied for decades, and a magpie has learned to read the t'jek with a natural grace.

If a character can no longer progress in their base class, he has two options. The first is to find a suitable prestige class to enter. The other is to begin to take levels in one of the following classes: **Wild card, mercenary (sentinel archetype), fighter (Pathfinder Core Rulebook), rogue (Pathfinder Core Rulebook), barbarian (Pathfinder Core**

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**Rulebook), or gunslinger (Ultimate Combat).**

These classes are setup to allow a character to enter them. A character multiclassing into one of these classes uses their first class' PPI.

## PRESTIGE CLASSES AND FAVORED CLASSES

Characters can enter prestige classes if they qualify. Certain races are prohibited from taking levels in certain classes. These prohibited classes replace favored classes. There are no favored class bonus in Necropunk

## PATHFINDER TO NECROPUNK

It is possible to use certain Pathfinder base, core, and prestige classes in Necropunk. The lack of magic is a feature that prevents a player from playing wizards, sorcerers, magi, or even bards. Even partial casters like paladins, or characters who rely exclusively on supernatural abilities, don't often convert well to Necropunk. Alchemists may be the exception to this rule, but it is suggested that all of their "magic" be downplayed and replaced with pure "science".

Some classes can be entered into Necropunk without much conversion. The fighter, rogue, barbarian, gunslinger, and even the monk are all good candidates.

**Converted Pathfinder characters are assumed to have 5 PPI.**

## NECROPUNK TO PATHFINDER

Many character classes presented in this book are good candidates for inclusion in your Pathfinder game. Stalker, wild card, magpie, and sentinel all make flavorful additions to a Pathfinder campaign setting simply by removing their PPI and converting their social bonus (as described below). Qu'ém can be adjusted to work if you allow them to retain the use of a bone knife, their PPI, and the ability to charge their knife. We suggest you treat it as a class feature, perhaps adding a supernatural tag to it. Other classes (diplomat, engineer, and psychic) may not fit in your Pathfinder game.

They are very heavily tied into their role within the existing subsystems in Necropunk that do not exist within a traditional fantasy Pathfinder game. A good substitute for diplomat is Little Red Goblin Game's noble base class, presented in the *Tome of Ingenuity*.

## SOCIAL BONUS

A general rule of thumb for giving a class a social bonus is to see if it has Diplomacy and at least one other Charisma based skill as class skills. These classes will have a social bonus as described in the wild card's entry. A class without these requirements has a social bonus as described in the stalker's entry.

When converting a Necropunk character class's social bonus, a character adds Diplomacy and one other Charisma based skill if they have the wild card's social bonus. If they have the stalker's social bonus, they do not gain any additional skills.

## CLASS SPECIFICS

- **ALCHEMIST:** Despite their magical nature, alchemists are quite at home in Necropunk. An alchemist should downplay the magical aspect of their character and play them as super-scientific. At 1st level, an alchemist should gain the sanctioned necromancer class feature of the engineer. If you want to make your alchemist a member of the Necromancers' Guild, it would be fitting to give them the necromancer's sanction and corporation class features. An alchemist should also improve their Tech Level by 1 starting at 2nd level and every 3 levels thereafter. Its equivalent in Necropunk is the engineer.
- **BARD:** Bards generally do not fit in Necropunk very well due to their magical connection. Its equivalent in Necropunk is the wild card if you want to recapture their versatile nature. Another good substitute is the diplomat (particularly the Mother archetype) if you want to play a "party face" or a support character.

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- **BARBARIAN:** A barbarian is right at home in Necropunk. When selecting rage powers keep an eye out for magical/supernatural ones, as they may not fit in this campaign setting. Its equivalent in Necropunk is the jaguar archetype of the stalker base class.
- **CAVALIER/SAMURAI:** For the most part, a cavalier can be added to a game without much concern. The use of a horse in Necropunk may be a little odd, but antiquity has its place here. Its equivalent in Necropunk is the sentinel.
- **GUNSLINGER:** A gunslinger should have no problem in this setting. The prevalence of firearms makes them invaluable, and it is even recommended that you include them in your game. Its closest equivalent in Necropunk is the sentinel or stalker.
- **FIGHTER:** Fighters are right at home in Necropunk. You may need to adjust the weapon groups for the fighter's weapon training to fit this campaign setting. See the sentinel's entry for suggestions on weapon groups. Its equivalent in Necropunk is the sentinel.
- **INQUISITOR:** Due to their magical nature and reliance on supernatural abilities, inquisitors are not generally acceptable in the Necropunk campaign setting. If an acceptable substitute for their spellcasting can be found, they can possibly fit into Necropunk.
- **NINJA AND MONK:** Playing as a ninja or monk in Necropunk is borderline inappropriate. A lot of the more "magical" aspects of their ki pool make them unsuitable for Necropunk. However, if you wish to play them, they may be used without much conversion at the GM's discretion. A ninja or monk could quite possibly be a Welshen class. Their equivalent in Necropunk is the stalker and qu'em respectively.
- **PALADIN/ ANTIPALADIN:** Due to their magical nature and reliance on supernatural abilities, paladins are not generally acceptable for Necropunk. The warrior of the holy light archetype may be able to fit into a campaign setting, though they are still very magical.
- **RANGER:** Due to their magical nature and reliance on supernatural abilities, rangers are not generally acceptable in the Necropunk campaign setting without conversion. The skirmisher and trapper archetypes can fit into the campaign setting, as they lack spells. A GM may also consider allowing woodland stride to apply to a wider range of movement impairing terrains. A ranger's selection of favored terrains and favored enemies also requires adjustment. Consider allowing "faction" enemies and allowing the bonus to damage to also apply to SMB/SMD. A ranger's choice of companion may also be restricted to creatures fitting for the setting.
- **ROGUE:** A rogue can be inserted into a Necropunk game without concern. When selecting rogue talents, we suggest that you do not take any magical or supernatural ones. The rogue's equivalent in Necropunk is the stalker.
- **CLERIC, DRUID, MAGUS, ORACLE, SORCERER, SUMMONER, WITCH, AND WIZARD:** It is very difficult to fit a purely magical caster into Necropunk, and it tends to clash thematically.

#### Acceptable with Little/No Modifications:

Barbarian, Cavalier/Samurai, Fighter, Gunslinger, Rogue

#### Acceptable with GMs Approval:

Ninja, Monk

#### Acceptable with Modifications:

Alchemist, Ranger

#### Not Acceptable:

Bard, Cleric, Druid, Inquisitor, Magus, Oracle, Paladin/ Antipaladin, Sorcerer, Summoner, Witch, Wizard



## BASE CLASSES

### CLASS OVERVIEW

- **DIPLOMATS** are socialites, politicians, and other movers and shakers who walk in elite social circles.
- **ENGINEERS** are technologically focused crafters and inventors.
- **MAGPIES** are an enigmatic order of absurdists who can literally see luck.
- **MEDICS** are soldiers with the composure of a doctor. Fighters first, they are able to keep you going with their supportive medical skills.
- **PSYCHICS** are masters of their own innate psychic abilities.
- **QU'EM** are Welshen warrior monks who are unmatched in their martial prowess.
- **SENTINEL** are members the Ewgee's elite military fighting force.
- **STALKERS** use subtlety over overt action until the times is right. They are more "hitmen" than "rogues".
- **WILD CARDS** are versatile adventurers who rely on their myriad of abilities rather than specialization.



*Mother Relena  
Anastasia Alister-Petrov  
of the Prime Bloodline*

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# DIPLOMAT

History forgets the soldier but remembers the leader. Without question the giants of the universe are the diplomats. Able to make a man with a simple endorsement or break him with a shaming. They stand alone as the masters of the intricate political structure. They can be the goddess that kisses the hand of a saint or they can be the devil that can rend a spirit with a resounding public refutation. They speak with the meek grace of a dancer but with the power of a thousand storms, toppling governments and corporations at their whim.

## ROLE:

Diplomats are often the party's face. They do well in social combat but suffer in physical combat. Some are able to offer guidance and fill a support role while others can make excellent leaders and tacticians.

## CONFLICT: SELF VS. COMMUNITY

A diplomat's primary struggle is with himself and her relationship to those she represents. Do the needs of the many outweigh the needs of the few? Will you act in your own best interest or in the best interest of your constituency? Would you do what's right for your ten best friends and most loyal allies or what's right for 100 strangers? These questions tug at the heart of a diplomat on a day to day basis. On the darker side... how much is your support worth?

**STARTING WEALTH:**  $4d6 \times 10$  R (average 140 R.) A diplomat starts with 1d4 (min 2) contacts in their faction who are at least 2 position categories higher than her. In addition, each character begins play with an outfit worth 10 R or less.

**ALIGNMENT:** Any

**HIT DICE:** d6

**PPI:** 5

**TABLE 1-1: THE DIPLOMAT**

LEVEL	BASE ATTACK BONUS	SOCIAL BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 <sup>st</sup>	+0	+1	+0	+0	+2	Diplomat, extra resources, moral support
2 <sup>nd</sup>	+1	+2	+0	+0	+3	Psychological warfare -1, political maneuvering
3 <sup>rd</sup>	+1	+3	+1	+1	+3	Social bonus feat
4 <sup>th</sup>	+2	+4	+1	+1	+4	Closer, leader of men +2
5 <sup>th</sup>	+2	+5	+1	+1	+4	Thick skin
6 <sup>th</sup>	+3	+6	+2	+2	+5	Psychological warfare -2, political maneuvering
7 <sup>th</sup>	+3	+7	+2	+2	+5	Social bonus feat
8 <sup>th</sup>	+4	+8	+2	+2	+6	Force of personality
9 <sup>th</sup>	+4	+9	+3	+3	+6	Position +1 leader of men +4
10 <sup>th</sup>	+5	+10	+3	+3	+7	Closer (improvement), political maneuvering, thick skin
11 <sup>th</sup>	+5	+11	+3	+3	+7	Social bonus feat
12 <sup>th</sup>	+6/+1	+12	+4	+4	+8	Psychological warfare -3
13 <sup>th</sup>	+6/+1	+13	+4	+4	+8	Position +2
14 <sup>th</sup>	+7/+2	+14	+4	+4	+9	political maneuvering
15 <sup>th</sup>	+7/+2	+15	+5	+5	+9	Social bonus feat, thick skin
16 <sup>th</sup>	+8/+3	+16	+5	+5	+10	Position +3
17 <sup>th</sup>	+8/+3	+17	+5	+5	+10	Force of personality
18 <sup>th</sup>	+9/+4	+18	+6	+6	+11	Psychological warfare -4, political maneuvering
19 <sup>th</sup>	+9/+4	+19	+6	+6	+11	Social bonus feat
20 <sup>th</sup>	+10/+5	+20	+6	+6	+12	Lord of the silver tongue, renown, thick skin



## CLASS SKILLS

The diplomat's class skills are *Knowledge (politics)*, *Knowledge (faction)*, *Knowledge (space)*, *Knowledge (religion)*, *Knowledge (warfare)*, *Linguistics*, *Perform*, *Profession*, *Appraise*, *Drive*, *Heal*, *Sleight of Hand*, and *Stealth*.

SKILL POINTS PER LEVEL: 4 + Intelligence

## CLASS FEATURES

All of the following are class features of the diplomat.

### WEAPON AND ARMOR PROFICIENCY:

A diplomat is proficient with all simple weapons and light armor.

### DIPLOMAT (EX):

A diplomat gains an additional 1 confidence every time they gain a level.

### BOUND BY DECORUM (SOC):

A diplomat has certain standards. They hold themselves and their faction in high regard. They are leaders of men and committing acts that spoil their reputation is considered heretical to them. A disgraced diplomat can no longer take levels in the diplomat class. Becoming disgraced is strictly a function of roleplaying and consensus must be reached by both the GM and the player. A disgraced diplomat loses all class features other than weapon proficiencies if they are disgraced. Though rare, a diplomat can regain her status through extreme circumstances.

## EXTRA RESOURCES (EX):

Each time you gain a level, you gain 500 resource x your diplomat level from your faction. (This more likely comes in the form of political favors than in the form of cold hard cash). This resource is delivered to you in a manner that you designate. (Placed in a bank, delivered in person, etc) It is delivered in a timely fashion, though not instantly. The resource's use is up to you. If you are out of reach or out of contact with your faction (such as being in deep space or out of touch with them), the funds will be made available to you when you are able to be reached again. A GM may adjust the amount gained per level depending on the campaign.

### MORAL SUPPORT (EX):

A diplomat of 1st level is trained to restore the morale of her soldiers and offer tactical/logistical guidance to her troops. As a standard action she grants a morale bonus to all allies that can both see her and hear her clearly. This ability only functions in non-social combat. She may do so in any of the following ways:

- **RALLY THE TROOPS:** +1 to attack and damage rolls until the start of your next turn. At 6th level and every 4 levels after that this bonus improves by +1 to a maximum of +5 at 18th level. Unlike other moral support options, rallying the troops is a move action. At 10th level it becomes a swift action.
- **RESTORE HOPE:** The diplomat restores confidence to an ally equal to the diplomat's Charisma modifier. At 10th level you can restore twice your Charisma modifier in confidence.
- **BOLSTER:** All targets gain a new save against any ongoing mental effects that allow for saves. In addition all her allies gain a +2 bonus vs. fear effects for a number of round equal to her Charisma modifier. At 6th level and every 4 levels after that, this bonus improves by +2 to a maximum of +10 at 18th level.

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## POLITICAL MANEUVERING (EX):

Starting at 2nd level, a diplomat can select one social maneuver. Whenever she makes a social maneuver with that social maneuver, she gains a +1 bonus on SMB checks made to use it. In addition she gains a +1 bonus to her SMD against that type of maneuver.

Every four levels thereafter (6th and 10th), a diplomat becomes further trained in another maneuver. She gains a +1 bonus on SMB checks when using it and a +1 to her SMD against it. In addition, the bonuses granted by previous maneuver increase by +1.

## SOCIAL BONUS FEATS:

At 3rd level and every 3 levels thereafter, a diplomat gains a bonus feat with the [Social] tag. The diplomat must meet the prerequisites of the selected bonus feats. For a complete description of these feat section of this book.

## PSYCHOLOGICAL WARFARE (EX):

A diplomat of 2nd level is trained to use the ebb and flow of the emotional state of her enemies to her advantage. As a standard action she makes a social combat maneuver against all enemies that can both see her and hear her clearly. This ability only functions in non-social combat. Psychological warfare is a mind-affecting fear effect. Any creature who's SMD she beats gains one of the following detriments:

- **DEMORALIZE:** -1 to attack rolls and the creature's CMB until the start of the diplomat's next turn. All targets take confidence damage equal to half your Charisma modifier (min 1). At 6th level, and every six diplomat levels thereafter, this bonus increases by -1, to a maximum of -4 at 18th level.
- **BREAK WILL:** -1 to the creature's SMB and SMD until the start of the diplomat's next turn. All targets take confidence damage equal to your Charisma modifier (min 1). At 6th level, and every six diplomat levels thereafter, this bonus increases by -1, to a maximum of -4 at 18th level.
- **TERRORIZE:** All targets are shaken until the start of your next turn. This cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another shaken effect.

## CLOSER (EX):

At 4th level a diplomat can crush the will of the opponent who has already lost their confidence. As a standard action a diplomat can make a social combat maneuver in non-social combat against a single enemy who has 0 or less confidence and can both see her and hear her clearly. If she is successful she can create one of the following effects:

- **TERROR:** A creature will cower and flee from you and your allies. This causes a creature to be frightened for a number of rounds equal to your Charisma modifier. At 10th level this improves to causing the creature to be panicked.
- **HOPELESSNESS:** A creature cannot regain confidence for a number of rounds equal to twice your Charisma modifier. At 10th level this improves by becoming contagious. The allies of the creature you affected with this closer must make a Will save (DC 10 +  $\frac{1}{2}$  diplomat level + Charisma) or suffer from hopelessness themselves (though this is not contagious).
- **COMPLIANCE:** A creature acquiesces to your demands. They receive a -10 penalty to their SMD for a number of rounds equal to your Charisma when you or your allies make diplomacy, intimidate, convince or barter social maneuvers.



### LEADER OF MEN (SOC):

At 5th level your political contributions start to give you some recognition amongst your peers. Depending on your faction you gain the following additional bonus:

- **EWGEE (GENERAL):** You gain a +2 bonus on all Knowledge checks and a +2 bonus on all diplomacy maneuvers.
- **SENTINEL (EWGEE):** You gain a +2 bonus on all Ride and Fly checks and a +2 bonus on all tactical guidance maneuvers.
- **PRIME BLOODLINE (EWGEE):** You gain a +2 bonus on all Heal checks and a +2 bonus on all teach and mentor maneuvers.
- **EXILE:** You gain a +2 bonus on all Survival and Profession checks and a +2 bonus on all bribe maneuvers.
- **WELSHEN:** You gain a +2 bonus on all Survival and Acrobatics checks and a +2 bonus on all intimidate maneuvers.
- **NECROMANCERS' GUILD (EWGEE):** You gain a +2 bonus on all Craft checks and a +2 bonus on all barter maneuvers.
- **GRAVE ROBBERS/UNALIGNED/CRIMINAL/OTHER:** You gain a +2 bonus on all Disguise and Sleight of Hand checks and a +2 bonus on all bribe maneuvers.

At 9th level, these bonuses improve to a +4.

### THICK SKIN (SOC):

At 5th level a diplomat regains their full Wisdom bonus +1 in confidence damage each round. At 10th level and every 5 levels thereafter, they recover an additional Confidence per round. At 20th level a diplomat regains twice their Wisdom bonus in confidence every round.

### FORCE OF PERSONALITY (SOC):

At 8th level a diplomat applies 1.5 their Charisma modifier as confidence damage when enemies chose to ignore their social maneuvers. At 17th level this bonus improves to twice their Charisma modifier.

### POSITION (SOC):

As a diplomat gains in level, she gains in esteem and status. Hers reputation precedes her wherever she goes. At 9th level she gains a +1 position category bonus. At 13th and 16th she gains an additional position category. This position category improvement only applies to members of her own faction.

### RENOWN (SOC):

At 20th level a diplomat gains a +1 to her position category. Additionally, this bonus and her category bonuses from the position class feature now apply to all factions.

### LORD OF THE SILVER TONGUE (SOC):

Once per day a diplomat can make a SMB check against a single target of a lower position category than you. If successful the target must make a Will save (DC 10 +  $\frac{1}{2}$  Diplomat level + Charisma modifier) or you are able to use a potent command to cause that creature to carry out a course of action as desired by you, agree to provide some service, or to refrain from some action or course of activity, as desired by you. This command cannot compel a creature to kill itself or perform acts that would result in certain death; it can cause almost any other course of activity. The commanded creature must follow the given instructions until the task is completed to the best of their abilities. A clever recipient can subvert some instructions.

The command loses its hold over the creature in a number of hours equal to the diplomat's Charisma modifier and they are allowed to make a Will save (DC 10 +  $\frac{1}{2}$  Diplomat level + Charisma - 1) to break the attempt. They receive subsequent checks every few hours (equal to your Charisma modifier  $\frac{1}{2}$ , rounded up, min 1) The DC is reduced by 1 for each additional check they get. The command remains in effect for a maximum of 1 day per point of Charisma modifier. A creature that has been effected by this ability cannot be effected by it again for 1d4 months. The DC for all subsequent attempts to command a target are increased by +4 each additional time you use this class feature on them.



# DIPLOMAT ARCHETYPES

## MOTHER

**RESTRICTION:** Prime Bloodline or Firstborn, Female

**FACTION:** Prime Bloodline

They are women who are charged with giving birth to the next generation of pure souls. Made pure by ritual and strict observance of religious tradition, they keep a watchful eye over their sons and daughters. Mothers are expected to give birth to no fewer than 32 children in their lifetime if they wish to achieve spiritual enlightenment. As a result of this, they are almost always pregnant. Once she has finished giving birth, a mother is allowed to browse a genetic catalog of stored genetic material and decide on the profile she wishes to use for her next child. The process generally involves getting permission from the mother whose child the selected genetic material belongs to. This is a very political matter, and alliances between different families are almost entirely based on such selections. For example, "If you produce a female child as a result of this pregnancy, she must be allowed to turn into a mother," might be a condition set by the mother of a potential donor.

While mother are numerous, seeing one is not an everyday occurrence. Approximately 1/100 members of the Prime Bloodline are accepted as mothers. They must have impeccable genetics, a very well rounded religious education, formal training, and complete several complex rituals to become a mother. Those who fail to meet these high standards are restricted from breeding and become "Daughters". Due to selective breeding performed in the past, women of the Prime Bloodline are prone to multiple births, and it is seen as something of a blessing when it occurs.

### MOTHER'S INTUITION (SOC):

A mother does not gain the physiological warfare class feature. In its place she improves her ability to use the moral support class feature. When she uses rally the troops, the bonus she grants is a +2 and improves by an additional +2 (rather than a +1) at the indicated levels. When she uses restore hope she restores confidence equal to twice her

Charisma modifier at 1st level. At 10th she restores 3 times the amount. When she bolsters her allies, they receive a +1 bonus to all saves for a number of rounds equal to her Charisma modifier. At 6th level and every 4 levels after that bonus improves by +1 to a maximum of +5 at 18th level.

### MOTHER KNOWS BEST (SOC):

A mother gets a +4 bonus to beat one of her child's SMD.

### MATERNAL BONUS FEATS:

A mother selects teamwork feats in place of social bonus feats when she selects her social bonus feats.

### TACTICAL SUPPORT:

At 4th level a mother gains a +4 bonus on all tactical guidance checks. She automatically succeeds on tactical guidance checks against any ally who is under the effects of one of her moral support abilities. This replaces the closer class feature.

## VAGUE/B'VAGUE

**RESTRICTION (VAGUE):** Welshen: T'Ka

**RESTRICTION (B'VAGUE):** Welshen: Non-T'Ka

**FACTION:** Welshen

A vague of the Welshen T'ka normally deals with the administration of the Welshen empire rather than just clan matters. They also are the political faces of the Welsehen to outsiders. Senior vagues (called "h'Vague") are often ambassadors for entire homefleets while others serve as foreign diplomats to the human symposium or other factions like the Prime Bloodline. Their code is "listen and do not talk." Their position bonus only applies to non-main clan members.

### STARTING WEALTH:

In addition, a vague or b'Vague starts with a masterwork bone knife (natural).

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### WARRIOR POETS:

A vague may be a diplomat but in her chest beats the heart of a Welshen warrior. They sacrifice some social niceties in favor of a more martial lifestyle. To represent this they use the social bonus and base attack bonus of the wild card rather than a diplomat.

### VAGUE BONUS FEATS:

A vague selects combat feats in place of social bonus feats when she selects her social bonus feats.

### MUTUAL RESPECT:

A vague of 10th level has her position bonus apply to apply to all members of the Welshen faction.

### SIDEBAR>> B'VAGUES

B'Vagues are diplomats that handle the relationship between the brother clans and the Welshen T'ka. They are highly skilled in monetary matters and the allocation of resources. They are the brother clan equivalent of a vague. They often serve as the eyes and ears of the groups of their clans and find themselves overseeing many projects, wars, and operations.

### MORTIS

**RESTRICTION:** Non-Welshen, Non-Prime Bloodline/Firstborn

Cold, calculating, sophisticated. These are the words that describe the Mortis. They serve as the administrators and bureaucrats of the Necromancers' Guild. They hide plans within plans and never allow anyone to see "the big picture". A given Mortis is answerable only to her peers or the Grey Eminence himself. They are able to act with impunity of any local Ewgee law but are subject to a strict code imposed upon them by their own council. Lower ranking Mortis are often ambassadors to other cultures or overlords of facilities.

### NECROMANCER'S SANCTION (SOC):

A mortis' sanction comes from their corporation and the Necromancers' Guild at large. A mortis is bound to the service of their corporation. 25% of all profits a mortis makes must be sent to the guild.

### CORPORATION:

A mortis is employed by a given corporation. Each of the massive corporations provide their employees with a stipend for day to day expenses and resources for crafting. Each time you gain a level, you gain 500 resource x your mortis level from your corporation. (This more likely comes in the form of crafting resources and trade goods than in the form of cold hard cash). This resource is delivered to you in a manner that you designate. (Placed in a bank, delivered in person, etc) It is delivered in a timely fashion, though not instantly. The resource's use is up to you. If you are out of reach or out of contact with your corporation (such as being in deep space or out of touch with them), the funds will be made available to you when you are able to be reached again. A GM may adjust the amount gained per level depending on the campaign. This replaces a diplomat's extra resource class feature and modifies their "diplomat" class feature. Instead of gaining 1 confidence per level they gain ½ a confidence per level (every other level starting at 2nd).

A character is expected to use this money to turn a profit and pay the guild more than they have provided them with via the 20% they take off the top of all sales (see the necromancer's sanction above). A mortis who has not delivered their corporation's cut of their profit or fails to provide meaningful profits does not receive their payment and may be hunted down.

- **DRYAXIAN HIVE COMMISSION:**

Employees of DH-Comm. are renowned for their business savvy and dedication to profits. They receive an additional 500 resource (for a total of 1,000) per level but owe 50% of their profits to the guild. Members of the DH-Comm. receive a +4 bonus on all bribery and barter checks.

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- **SECTION ENDOWMENT TREATY:** The engineers at SET specialize in ship building. They are very top secret and play things close to their vest. Members of SET receive a +4 bonus on all teach and mentor checks.
- **ONRYO CORP:** On the surface the good people at Onryo Corp provide valuable medical services and top notch consumer products. In reality they push drugs and are a vicious criminal organization. Employees get a +4 bonus on all intimidate social maneuvers and receives a +4 bonus vs. intimidate maneuvers.

#### TECHNOLOGIST (TECH):

A mortis gains a +1 bonus to her Tech Level at 1st level and every 4 levels after 1st. This replaces the diplomat's diplomat class feature.

#### MORTIS BONUS FEATS

A mortis selects craft feats in place of social bonus feats when she selects her social bonus feats.

#### TRANSHUMANISTS (EX):

Many necromancers replace parts of their body on a very regular basis. Removal of bones or augmentation of their skeletal structure is common. They are "transhumanists" to the extreme. A necromancer must spend at least 10% of their starting resources on body modifications during character creation.

In addition you may make any cosmetic changes you wish to your character's appearance at the time of character creation. This allows you to vary your skin tone to any earth tone, your eye color to any color, hair color, and add or subtract your height by + or - 25% of normal. You may also vary the size and shape of your body's features on an individual level up to 20% of their normal size. The effect of this is strictly superficial.

## ENGINEER

Humanity remembers the ages by what we've made. We mark our calendars by the most powerful invention of the day and we never forget the peerless inventors who pioneered them. Now is the age of necrotech and scientists and investors have been given unlimited freedoms to explore what is possible like never before. In a scientific goldrush, engineers are searching for the next big technology that will see their name inscribed in the pages of human history. With fantastic creations and truly inspiring inventions, engineers blur the line between the worlds of today and tomorrow. Some craft weapons capable of awesome destructive power while others arm themselves with armor so devastating that it becomes a weapon in its own right.

#### ROLE:

Engineers are generally a group's crafter. They can augment a party's arsenal with equipment of higher Tech Level and many, depending on their kit, can work as excellent combatants. Their magnum opus can make them a deadly combatant or an excellent frontline defender.

#### CONFLICT: WHERE IS THE LIMIT?

Many times an engineer is faced with moral/ethical quandaries pertaining to the "limits". Is it unethical to save a person's life against their will? Does designing a weapon mean you are responsible for how it's used or is a tool just a tool and those who use it give it meaning. Should some discoveries never be explored due to their ethical implications?

**STARTING WEALTH:** 3d6 × 10 R (average 105 R.) In addition, each character begins play with an outfit worth 10 R or less.

**ALIGNMENT:** Any

**HIT DICE:** d8

**PPI:** 5

#### CLASS SKILLS

The engineers class skills are *Appraise*, *Craft*, *Disable Device*, *Drive*, *Escape Artist*, *Fly*, *Heal*, *Knowledge (psionics)*, *Knowledge (warfare)*, *Knowledge (engineering)*, *Knowledge (nature)*, *Knowledge (space)*, *Linguistics*, *Perception*, *Profession*, *Sleight of Hand*, and *UTD*.

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**SKILL POINTS PER LEVEL:** 6 + Intelligence

### CLASS FEATURES

All of the following are class features of the engineer.

### WEAPON AND ARMOR PROFICIENCY:

An engineer is proficient with all simple weapons. They are proficient with light and medium armor but not with shields.

### SANCTIONED NECROMANCER (SOC):

An engineer is legally allowed to craft necrotech.

### ENGINEERING (EX):

When using the Craft skill to create an item, an engineer gains a competence bonus equal to her class level on the Craft checks. In addition, an engineer can use Craft checks to identify items she can create. She must hold the item for 1 round to make such a check.

### DEDICATION TO SCIENCE (SOC):

An engineer is bound by professional pressures to advance the frontiers of science. This often leads them to explore even dangerous phenomenon and try to obtain new knowledge even at a price. An engineer who ceases to progress the frontier of science and loses her intellectual curiosity can no longer progress in the engineer class. This is strictly a function of roleplaying and consensus must be reached by both the GM and the player. An engineer retains all class features. Should the engineer reignite their passion, she may resume progression in the engineer class with approval from the GM.

**TABLE 2-1: THE ENGINEER**

LEVEL	BASE ATTACK BONUS	SOCIAL BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 <sup>st</sup>	+0	+0	+0	+0	+2	Sanctioned necromancer, magnum opus, engineering, jury rig (full)
2 <sup>nd</sup>	+1	+1	+0	+0	+3	Necrotech efficiency, progress
3 <sup>rd</sup>	+2	+2	+1	+1	+3	Tech level +1
4 <sup>th</sup>	+3	+3	+1	+1	+4	Craft bonus feat
5 <sup>th</sup>	+3	+3	+1	+1	+4	Engineer talent, jury rig (standard)
6 <sup>th</sup>	+4	+4	+2	+2	+5	Tech level +2, progress
7 <sup>th</sup>	+5	+5	+2	+2	+5	Craft bonus feat
8 <sup>th</sup>	+6/+	+6	+2	+2	+6	Necrotech efficiency
9 <sup>th</sup>	+6/+	+6	+3	+3	+6	Tech level +3
10 <sup>th</sup>	+7/+2	+7	+3	+3	+7	Craft bonus feat, jury rig (move) , progress
11 <sup>th</sup>	+8/+3	+8	+3	+3	+7	Engineer talent
12 <sup>th</sup>	+9/+4	+9	+4	+4	+8	Tech level +4
13 <sup>th</sup>	+9/+4	+9	+4	+4	+8	Craft bonus feat
14 <sup>th</sup>	+10/+5	+10	+4	+4	+9	Necrotech efficiency, progress
15 <sup>th</sup>	+11/+6/+1	+11	+5	+5	+9	Tech level +5, jury rig (swift)
16 <sup>th</sup>	+12/+7/+2	+12	+5	+5	+10	Craft bonus feat
17 <sup>th</sup>	+12/+7/+2	+12	+5	+5	+10	Engineer talent
18 <sup>th</sup>	+13/+8/+3	+13	+6	+6	+11	Tech level +6, progress
19 <sup>th</sup>	+14/+9/+4	+14	+6	+6	+11	Craft bonus feat
20 <sup>th</sup>	+15/+10/+5	+15	+6	+6	+12	Final progress, Masterwork, necrotech efficiency

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### MAGNUM OPUS (TECH):

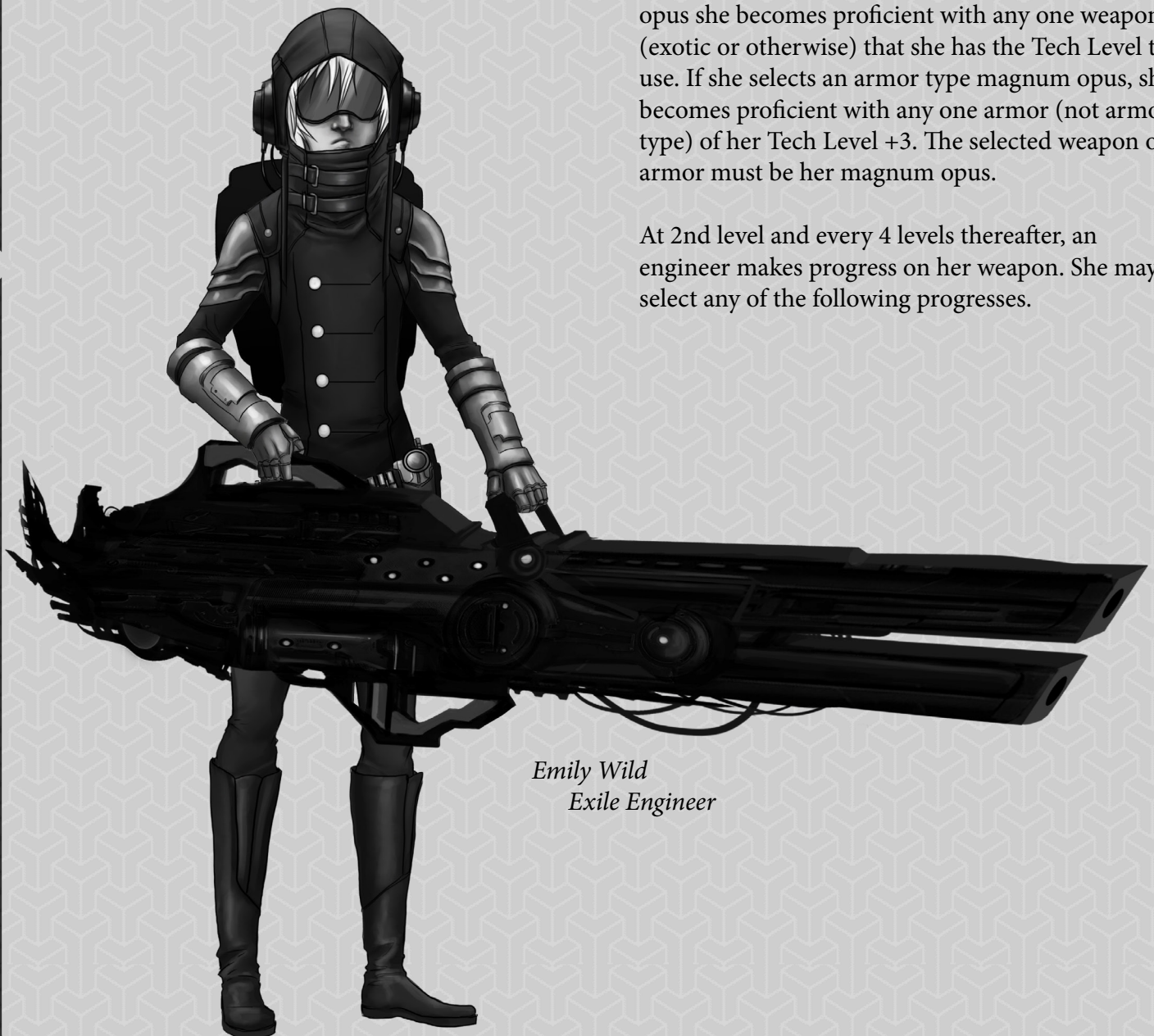
At 1st level an engineer starts the creation of her magnum opus. It will take her 20 levels to complete the development of whatever it is she is working on. This lifelong process results in the creation of an advanced piece of technology that only the engineer herself can truly understand.

At 1st level an engineer selects the type of magnum opus she wishes to develop. Once this is selected, it cannot be changed. The object that is the subject of this class feature must fall into one of the following categories: firearm, melee weapon, or armor. An engineer begins play with a weapon or armor that

will become her magnum opus at no cost. The selected weapon or armor must cost less than 1,000 resource. These objects are always masterwork quality and count as necrotech that has a spasm penalty of losing all bonuses granted by progresses. The object must be of Tech Level 3 or lower. She may use this item regardless of her current Tech Level. These items are not made of any special material. If the object is armor, it must be worn to have effect, while weapons must be wielded. Using her magnum opus requires that she invest 1 PPI in it.

When an engineer selects her magnum opus, she gains an appropriate bonus proficiency. For example, if she selects a weapon type magnum opus she becomes proficient with any one weapon (exotic or otherwise) that she has the Tech Level to use. If she selects an armor type magnum opus, she becomes proficient with any one armor (not armor type) of her Tech Level +3. The selected weapon or armor must be her magnum opus.

At 2nd level and every 4 levels thereafter, an engineer makes progress on her weapon. She may select any of the following progresses.



*Emily Wild*  
*Exile Engineer*

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## FIREARMS

### FIREPOWER BOOST:

Your firearm grants you a +2 enhancement bonus to attack and damage rolls with it.

### BARREL MODIFICATION:

Your weapon gains twice the normal range increment of your weapon.

### ARMOR PIERCING ROUNDS:

Ranged attacks from your weapon ignore up to 5 points of damage reduction.

### TARGET MARKER:

Your fire arm increases its critical threat range by 1.

### SPECIAL AMMUNITION I:

Change damage type of any ranged attacks with your magnum opus to any of the following energy type (electricity, fire, acid, cold). An engineer must be 6th level before taking this progress.

### SPECIAL AMMUNITION II:

Change damage type of any ranged attacks with your magnum opus to any of the following energy type (sonic, non-lethal). An engineer must be 10th level before taking this progress.

### SPECIAL AMMUNITION III:

Change damage type of any ranged attacks with your magnum opus to any of the following energy type (force). An engineer must be 14th level before taking this progress.

### EXPLOSIVE ROUNDS:

If an engineer confirms a critical hit with her magnum opus, it deals an extra 1d10 damage. It does an additional 1d10 damage for every critical multiplier over x2. An engineer must be 10th level before taking this progress and have either Special Ammunition I, II, or III.

### REGENERATING AMMO:

The engineer's magnum opus regenerates 1 piece of ammo suitable for the weapon at a rate of 1 per min. A magnum opus with this progress can only store an amount of ammo equal to 10 x the engineer's Intelligence modifier. A weapon with this progress has sealed ammo. If removed from the gun they cease to function as proper ammunition. An engineer must be 6th level before taking this progress.

### BOMBARDMENT BARREL I:

Ranged attacks with an engineer's magnum opus additionally deal minimum damage to all adjacent squares to the creature the engineer was targeting with a single target attack (example: not a scatter weapon).

### BOMBARDMENT BARREL II:

Ranged attacks with an engineer's magnum opus additionally deal minimum damage to all squares within 10 feet of the creature the engineer was targeting with a single target attack. An engineer must be at least 5th level and have the bombardment barrel I progress in order to take this progress.

### TACTICAL TARGETER:

As a free action, an engineer can grant himself a +5 bonus to hit on ranged attacks made with her magnum opus after studying a target for 1 round. Studying a target is a swift action. If the engineer is at least 15th level this bonus improves to a +7.

### SUPPRESSING BARREL:

The magnum opus of the engineer gains the scatter property at half its normal range.

### MINIGUN BARREL:

The magnum opus of the engineer gains +1 damage dice of damage but add the spin-up weapon quality.

**CHAOS BARREL:** The engineer's magnum opus can fire chaos rounds like a chaos rifle.

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#### ASSASSIN AMMUNITION (FINAL):

A ranged attack from an engineer's ranged attack causes creatures to make a Fortitude save (DC 10 + ½ Engineer Level + Dexterity) or die when they confirm a critical against a target. An engineer must be 20th level before taking this progress.

#### SELF-GUIDING AMMUNITION (FINAL):

When an engineer of 20th level makes a ranged attack with their magnum opus, she rolls twice on all attack rolls and take the higher. She also ignores everything but total cover when making ranged attack. An engineer must be 20th level before taking this progress.

#### SIDEBAR>> OVERLAPPING PROGRESSES

A weapon may have more than one barrel progress (Suppressing, Bombardment, Chaos, Minigun, etc) but only one may be used per turn. Likewise, an engineer may only select one damage type per round but she may have access to multiple. Switching barrels or elements is a swift action, though you may switch any number of modifications at once.

### MELEE WEAPON

#### REFINEMENT:

This weapon grants you a +2 enhancement bonus to attack and damage rolls with it.

#### RAZOR'S EDGE:

Melee attacks from your weapon ignore up to 5 points of damage reduction.

#### MONOFILAMENT EDGE:

Attacks from your melee weapon ignore the hardness of objects and deal double damage to them. An engineer must be 10th level before selecting the progress and have the razor's edge progress.

#### MENTALLY LINKED WEAPON:

Your melee weapon increases its critical threat range by 1. This is due to the engineer linking their perception to the weapon as if it were another sensory organ that perceives a 6th sense. This only functions this way when in the grip of the engineer.

#### BIOLOGICALLY LINKED WEAPON:

Your melee weapon increases its critical multiplier by 1. This is due to the weapon being linked on a biological level with the engineer. Simply by gripping it they can feel things through their weapon and use it as naturally as a finger. This only functions this way when in the grip of the engineer. An engineer must be 10th level before selecting the progress and have the mentally linked progress.

#### WEAPON MODIFICATION:

Change damage type of any melee attacks with your magnum opus to any of the following energy type (blunt, slashing, piercing, non-lethal). An engineer must be 6th level before taking this progress.

#### ELEMENTAL EDGE I:

Change damage type of any melee attacks with your magnum opus to any of the following energy type (electricity, fire, acid, cold). An engineer must be 10th level before taking this progress.

#### ELEMENTAL EDGE II:

Change damage type of any melee attacks with your magnum opus to any of the following energy type (sonic). An engineer must be 14th level before taking this progress.

#### ELEMENTAL EDGE III:

Change damage type of any melee attacks with your magnum opus to any of the following energy type (force). An engineer must be 18th level before taking this progress.

#### LINGERING EDGE:

If an engineer confirms a critical hit with her magnum opus, it deals 1d10 damage of the element the weapon was dealing. It does an additional 1d10 damage for every critical multiplier over x2. An engineer must be 10th level before taking this progress and have Elemental Blade I, II, or III.

#### BLOODY EDGE:

If an engineer confirms a critical hit with her magnum opus, it causes 1d6 bleed damage per 4 HD the engineer has. The bleed lasts for 1d4+1 rounds. An engineer must be 10th level before taking this progress.

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#### ENHANCED SYNAPTIC INTERFACE:

An engineer with this progress can make one extra attack at her highest BAB. She may do this a number of times per day equal to her Intelligence modifier and never more than once in a round. An engineer must be 10th level before taking this progress

#### DEMON'S EDGE (FINAL):

A weapon with this progress auto confirms any critical hit. An engineer must be 20th level before taking this progress.

#### SACRED BLADE (FINAL):

A weapon with this progress can slip into the sacred space for a fraction of a second allowing the engineer to make one melee attack at any creature within 20ft + 5ft per Intelligence modifier. This attack resolves against touch AC. An engineer must be 20th level before taking this progress.

### ARMOR

#### REINFORCED:

This armor provides an additional +2 enhancement bonus to AC.

#### ORGANIC SYNTHESIS:

This armor grants the engineer DR 1/- per 4 HD she has. The armor gains an organic layer that quickly heals itself after absorbing part of an attack. An engineer must be at least 6th level before selecting this progress.

#### MEDICAL SUPPORT:

As a swift action the engineer wearing this armor can restore 1d6 HP per 2 HD she has once per day per Intelligence modifier. This is due to the constant monitoring and adjustment of the chemicals in the human body that the armor now does. An engineer must be 6th level before selecting this progress.

#### DERMAL REPAIR PATCHES:

An engineer wearing this magnum opus gains fast healing 1/- per 3 HD this have. If the engineer is unconscious they do not benefit from this. This is due to the armor's direct interface and synthesis with its host engineer's body. An engineer must have medical support before selecting this.

#### STEALTH SUIT:

Wearing an armor with this progress grants the engineer a +4 bonus on Stealth checks.

#### ACTIVE CAMO SUIT:

Wearing an armor with this progress grants the engineer the ability to hide in plain sight in areas of dim light (as described in the Shadow Dancer's entry in the Pathfinder Core Rulebook). An engineer must be 10th level before selecting this progress and have a stealth suit.

#### TACTICAL INVISIBILITY:

Wearing an armor with this progress grants the engineer the ability to turn invisible (as described in the *invisibility* spell in the Pathfinder Core Rulebook) for a number of rounds per day equal to the engineer's Intelligence modifier. Turning invisible is a swift action to start and a free action to end. An engineer must be 14th level before selecting this progress and have an active camo suit.

#### EXOSKELETON:

Wearing an armor with this progress grants the engineer a +4 bonus on Acrobatics checks.

#### MUSCULAR SUPPORT SUIT:

Wearing an armor with this progress grants the engineer the ability to make any Jump checks from a standing position as if they had a 10 ft. running start. An engineer must be 6th level before selecting this progress and have an exoskeleton.

#### SLIPSUIT:

Wearing an armor with this progress grants the engineer a bonus 10 ft. of movement speed and a +2 bonus to Reflex saves. An engineer must be 10th level before selecting this progress and have an exoskeleton.

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#### ANTI-GRAV SUIT:

Wearing an armor with this progress grants the engineer the ability to float 1 foot above the ground at all times (if they wish). In addition an engineer is granted the benefits of the glide spell (as described in the Pathfinder advanced player's guide) from a technological (non-magical) source with an unlimited duration. An engineer must be 10th level before selecting this progress.

#### INTEGRATED THRUSTERS:

Wearing an armor with this progress grants the engineer a flight speed equal to their base landspeed with perfect maneuverability. An engineer must be 14th level before selecting this progress and have an anti-grav suit.

#### POINT PROTECTION BARRIER:

Your armor has a 25% chance to negate precision damage.

#### IMPROVED POINT PROTECTION BARRIER:

Your armor has a 75% chance to negate precision damage. An engineer must be 10th level before selecting this progress and have a point protection barrier.

#### SECOND SPINE:

An engineer with this progress on their armor is allowed to act in phase order as if she had boneskin equipped. An engineer must be 10th level before selecting this progress.

#### JUGGERNAUT ARMOR (FINAL):

An engineer with this progress on their armor is allowed to act in phase order as if she had golem armor equipped. An engineer must be 20th level before selecting this progress and have a second spine.

#### SACRED ARMOR (FINAL):

An engineer with this progress on their armor is treated as if they have a constant blink spell active on them through technological means.

#### SIDEBAR>> DESTROYED MAGNUM OPUS

If a magnum opus is destroyed, the engineer loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the engineer takes a -1 penalty on attack and weapon damage rolls. When an engineer rebuilds her magnum opus she does so in the same fashion as her old one.

#### JURY RIG (EX):

An engineer can make an on the fly repair to an item. The repair is temporary but an item with the broken condition item will function as intended for the engineer's Intelligence modifier rounds. Jury rigging an item takes a full round action at first level. At 5th level it is a standard action, at 10th it is reduced to a move action, and at 15th it is reduced to a swift action. The Craft check to jury rig a given item is DC 20 + Tech Level.

#### NECROTECH EFFICIENCY:

An engineer gains Psychic Efficiency: Necrotech as a bonus feat at 2nd level. At 8th level and every 6 levels thereafter the bonus amount of PPI improves by +1 to a maximum of +4 at 20th level.

#### TECH LEVEL IMPROVEMENTS:

Starting at 3rd level and every 3 levels thereafter an engineer gains +1 to her Tech Level.

#### ENGINEER TALENTS:

At 5th level and every 3 levels thereafter an engineer gains a talent from the list below.

#### EIDETIC MEMORY (EX):

An engineer with this talent develops a nearly flawless memory and the ability to perfectly recall anything that has transpired that they were aware of. They gain a +2 insight bonus to all Knowledge checks and may make them untrained.

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### DEEP CORTEX SENSORY REDISTRIBUTION (Ex):

By feeding sensory input into all of your other senses you can use the wrong sensory organ to perceive the things you could not otherwise perceive. You can do things like taste sound, hear red, feel the tactile sensation of “orange”, and see smells (this is similar to an extreme form of cross sensory synesthesia). You gain a bonus to all Perception checks equal to half your engineer level and gain the scent ability. An engineer also halves the DC for perceiving things at a greater distance than normal.

### OBSERVATIONAL SCANNING AND DETECTION EYE MOVEMENT (Ex):

Through subtle eye movements you are able to rapidly scan an area. An engineer with this active always acts during a surprise round and is afforded an immediate Perception skill check to notice traps if she comes within 10 feet of them. (This check should be made in secret by the GM) In addition they receive a +2 bonus to visual Perception checks.

### INDUSTRIAL ENGAGEMENT PATTERNS (Ex):

An engineer with this talent works with automated efficacy. She can create works faster and more efficiently. Object creation also costs 10% less resource as you use materials and time more efficiently.

**SELF-MADE ENGINEER (Ex):** An engineer with this talent gets a +1 insight bonus to hit and damage with weapons that she crafted herself. If the engineer is 11th level or higher this bonus is instead +2. If they are at least 17th level this bonus improves to +3 to attack and damage rolls.

**IMPROVED JURY RIG (Ex):** An engineer with this talent gets a +4 to all Craft checks to jury rig. A character with this talent can re-roll jury rig attempts if they failed once per failure.

**NECROTECH SPECIALIST (Ex):** An engineer with this talent gets a +3 to all Craft (necrotech) checks. Crafting necrotech takes 10% less resource. This bonus stacks with other engineer talents (Example: A character that has industrial engagement patterns and necrotech specialist would reduce the time and resource required by 20% when crafting necrotech).

**MERCHANT OF DEATH (Ex):** An engineer with this talent gets a +3 to all Craft (weapons, firearms, and armor) checks. Crafting weapons or armor takes 10% less resource. This bonus stacks with other engineer talents (Example: A character that has industrial engagement patterns and merchant of death would reduce the time and resource required by 20% when crafting weapons and armor.)

**SHREWD ENGINEER (Ex):** An engineer with this talent gets a +4 insight bonus to their SMD vs. bribe and barter maneuvers used on them and a +2 bonus to their SMB when making bribe or barter maneuvers.

**LEGION BARRIER (Psi):** An engineer with this talent is immune to the first attempt per day that an enemy makes to legion lock a piece of equipment an engineer has equipped. This talent can be taken more than one time. Each subsequent time an engineer takes this talent she gains an additional 2 uses of this ability.

**LEGION BOMB (Psi):** An engineer with this talent causes mental feedback to backlash on the psychic who has failed to legion lock a piece of equipment currently in use by an engineer. The psychic takes 1 point of Intelligence damage for every 4 engineer levels the engineer has. The Intelligence damage lasts for rounds equal to the Engineer's Intelligence mod. An engineer must be 17th level and have legion barrier before selecting this talent.

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## MASTERWORK (EX):

All works an engineer of 20th level makes are automatically masterwork at no additional charge. In addition, the resistance of all necrotech they craft is reduced by 2 to a minimum of 0.

### SIDEBAR>> ALCHEMIST VS. ENGINEER

The engineer is an alternate class for alchemist. While alchemists are magical in nature, engineers are the natural progression of their art form in the far future. An engineer counts as an alternate class for alchemist despite their mechanical differences. An engineer may count her engineer level as her alchemist level for the purposes of qualifying for feats and vice versa.

## ENGINEER ARCHETYPES

### NECROMACER

**RESTRICTION:** Non-Welshen, Non-Prime Bloodline/Firstborn

### NECROMANCER'S SANCTION:

A necromancer's sanction comes from their corporation and the Necromancers' Guild at large. A necromancer is bound to the service of their corporation. 25% of all profits a necromancer makes must be sent to the guild. This modifies the engineer necrotech sanction.

### SIDEBAR>> "WITCH DOCTORS"

Some necromancers are not aligned with the Necromancers' Guild. These rogue necromancers, referred to as "witch doctors" operate outside the law and, if discovered by the assassins guild, could face execution. Still, many find themselves practicing frankenscience without guild permission. If you wish to play such a character you can forgo the necromancers sanction and corporation class features a necromancer normally gains. Instead of the corporation class feature, use the black-market contacts class feature of the mercenary sentinel archetype.

### CORPORATION:

A necromancer is employed by a given corporation. Each of the massive corporations provide their employees with a stipend for day to day expenses and resources for crafting. Each time you gain a level, you gain 500 resource x your

engineer level from your corporation. (This more likely comes in the form of crafting resources and trade goods than in the form of cold hard cash). This resource is delivered to you in a manner that you designate. (Placed in a bank, delivered in person, etc) It is delivered in a timely fashion, though not instantly. The resource's use is up to you. If you are out of reach or out of contact with your corporation (such as being in deep space or out of touch with them), the funds will be made available to you when you are able to be reached again. A GM may adjust the amount gained per level depending on the campaign. This replaces an engineer's jury rig class feature.

A character is expected to use this money to turn a profit and pay the guild more than they have provided them with via the 20% they take off the top of all sales (see the necromancer's sanction above). An engineer who has not delivered their corporation's cut of their profit or fails to provide meaningful profits does not receive their payment and may be hunted down.

- **DRYAXIAN HIVE COMMISSION:**  
Employees of DH-Comm. are renowned for their business savvy and dedication to profits. They receive an addition 500 resource (for a total of 1,000) per level but owe 50% of their profits to the guild. They automatically receive the "shrewd engineer" talent as their first engineer talent.
- **SECTION ENDOWMENT TREATY:**  
Engineers at SET specialize in ship building. They are very top secret and play things close to their vest. They gain a +4 bonus on all ride and fly checks. This replaces their first engineer talent.
- **ONRYO CORP:** On the surface the good people at Onryo Corp provide valuable medical services and top notch consumer products. In reality they push drugs and are a vicious criminal organization. Employees get a +4 bonus on all intimidate social maneuvers and receive a +4 insight bonus vs. intimidate maneuvers. They also receive a +4 insight bonus to all Heal skill checks. This replaces their first engineer talent.



### TRANSHUMANISTS (Ex):

Many necromancers replace parts of their body on a very regular basis. Removal of bones or augmentation of their skeletal structure is common. They are “transhumanists” to the extreme. As such a necromancer can apply a number of body modifications to themselves equal to their Intelligence modifier that do not have a complication. They can only do this if they perform the surgery themselves.

In addition you may make any cosmetic changes you wish to your character's appearance at the time of character creation. This allows you to vary your skin tone to any earth tone, your eye color to any color, hair color, and add or subtract your height by + or - 25% of normal. You may also vary the size and shape of your body's features on an individual level up to 20% of their normal size. The effect of this is strictly superficial.

### SIDEBAR>> NECROMANCER HIGH FASHION

The current trends of Necromancer fashion demands that they get certain body modifications. It is currently in fashion to be 6'4-7'2 with rough grey skin, bald heads, and sharp teeth. Many (if not all) get Bright Eye implants. Some opt for more exotic body modifications and are quite proud of them. The more rare and difficult the modification, the more they will brag about it.

### NEE'SHAL

**RESTRICTION:** Welshen T'Ka

The nee'shal are skilled craftsmen. They are the ones in charge of the mass production plants of the Welshen T'ka. They have a knowledge of necrotech, but nothing that rivals that of the Necromancers' Guild. Brilliant inventors and masters of efficiency, they provide a vital role in Welshen society.

### STARTING WEALTH:

In addition, a nee'shal starts with a masterwork bone knife (natural).

### WELSHEN DIRECTIVE:

A nee'shal has a sanction from the Welshen Empire to legally perform necromancy. This is not recognized in the Ewgee 100% of the time. This replaces the necromancer's sanction.

### SIDEBAR>> RELATIONS WITH THE NECROMANCERS' GUILD

The nee'shal are one of the few organizations that are outside the grasp of the Guild and this has caused a very delicate situation to develop. As the Welshen are not part of the Ewgee they are outside the Guild's jurisdiction. This makes them both a liability and an unwitting ally of the Guild from time to time. The cultural differences affords the nee'shal a very different perspective and they produce very different inventions than the Guild. Sometimes the Guild clandestinely does business with them through intermediaries and other times they use them as an excuse to cause the Ewgee to attack the Welshen (“They have developed a powerful new piece of necrotech that threatens our very existence!”). The nee'shal themselves have very little interest in the advancements of the Necromancers' Guild, aiming to serve the needs of their clan.

### COMBAT ENGINEER:

A nee'shal has to be able to work under fire. They replace the option to take combat bonus feats in place of craft bonus feats.

### WELSHEN ENGINEERING:

Nee'shal can only craft necrotech equal to their Tech Level -3 but gain a +4 bonus on Craft (arms and armor) checks to create non-ranged weapons. A nee'shal receives a -10 penalty when crafting firearms or other ranged weapons and are socially forbidden from doing so. This modifies the engineer's engineering class feature.

### DETAIL ORIENTED:

At 5th level a nee'shal is able to adopt a different approach to design and crafting. They adopt the Welshen view of combat when it comes to crafting: “First, put yourself beyond defeat- only

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then should you attack". The crafting process for a neeshal takes 30% of the listed cost for the creation of the equipment, however it takes time as though the item had cost 30% more than the listed cost. (This ability can be modified by engineering talents) This ability may or may not be used at the discretion of the engineer. This replaces their first engineering talent.

## SAVANTIST

**RESTRICTION:** Non-Welshen, Non-Prime Bloodline/Firstborn

A sect of the Guild that fosters extreme stoicism and a dedication to philosophical logic in its members. Through chemical and psychological conditioning, they foster an almost savant syndrome like dedication to a certain field of study. They exhibit certain qualities normally associated with Asperger's Syndrome. As an organization they tend to be skittish about body augmentations and shun them, though they are fascinated by individuals who do have them. Their augmented mental capacity is associated with severe social and linguistic detriments.

## NECROMANCER'S SANCTION:

A necromancer's sanction comes from their corporation and the Necromancers' Guild at large. A necromancer is bound to the service of their corporation. 25% of all profits a necromancer makes must be sent to the guild. This modifies the engineer necrotech sanction.

## CORPORATION:

A necromancer is employed by a given corporation. Each of the massive corporations provide their employees with a stipend for day to day expenses and resources for crafting. Each time you gain a level, you gain 500 resource x your engineer level from your corporation. (This more likely comes in the form of crafting resources and trade goods than in the form of cold hard cash). This resource is delivered to you in a manner that you designate. (Placed in a bank, delivered in person, etc) It is delivered in a timely fashion, though not instantly. The resource's use is up to

you. If you are out of reach or out of contact with your corporation (such as being in deep space or out of touch with them), the funds will be made available to you when you are able to be reached again. A GM may adjust the amount gained per level depending on the campaign. This replaces an engineer's jury rig class feature.

A character is expected to use this money to turn a profit and pay the guild more than they have provided them with via the 20% they take off the top of all sales (see the necromancer's sanction above). An engineer who has not delivered their corporation's cut of their profit or fails to provide meaningful profits does not receive their payment and may be hunted down.

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- **SECTION ENDOWMENT TREATY:** Engineers at SET specialize in ship building. They are very top secret and play things close to their vest. They gain a +4 bonus on all ride and fly checks. This replaces their first engineer talent.
- **Onryo Corp:** On the surface the good people at Onryo Corp provide valuable medical services and top notch consumer products. In reality they push drugs and are a vicious criminal organization. Employees get a +4 bonus on all Intimidate social maneuvers and receives a +4 insight bonus vs. intimidate maneuvers. They also receive a +4 insight bonus to all Heal skill checks. This replaces their first engineer talent.



### SAVANT FOCUS (EX):

A savantist selects a single craft check. When using that Craft, a savantist gains a competence bonus equal to her class level +3 on the Craft checks. A savantist can use Craft to identify equipment of a Tech Level she can create. She must hold the item for 1 round to make such a check.

In addition, a savantist improves her Tech Level every odd level starting at 3rd. This Tech Level expressly allows him to craft items of her savant focus. When crafting items that are not her savant focus a savantist uses the Tech Level progression of a normal engineer. This modifies the engineer's engineering and Tech Level improvement class features. (Note that savantists do not gain their engineer level as a bonus to other kinds of crafts other than their focus.)

### MAGPIE

Magpie can see the "flow" of luck like a changing topographical map flowing beneath their feet. A skilled Magpie can walk through rush hour traffic perfectly between gaps in the cars naturally created by traffic patterns- seemingly by accident. Good actions leave a trail of good luck, and malicious or violent actions result in runs of bad luck represented by depressions in the luck stream.

Each Magpie swallows an amphibious, parasitic fish-like creature in order to become a Magpie. Once swallowed, the creature lives in the Magpie's stomach (swimming about the stomach acid without harm) where it shares nutrients from the food ingested by the Magpie. Long tendrils extend from the creature's body up through the esophagus, and out of the corners of the host Magpie's mouth where pores on the tendril open and close constantly to allow the creature to breathe.

TABLE 3-1: THE MAGPIE

LEVEL	BASE ATTACK BONUS	SOCIAL BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 <sup>st</sup>	+0	+0	+0	+2	+2	D'jek, insanity defense
2 <sup>nd</sup>	+1	+1	+0	+3	+3	Life experiences
3 <sup>rd</sup>	+2	+1	+1	+3	+3	Rube Goldberg machine
4 <sup>th</sup>	+3	+2	+1	+4	+4	Life experiences, magpie talent
5 <sup>th</sup>	+3	+2	+1	+4	+4	Uncanny dodge
6 <sup>th</sup>	+4	+3	+2	+5	+5	Life experiences
7 <sup>th</sup>	+5	+3	+2	+5	+5	-
8 <sup>th</sup>	+6/+1	+4	+2	+6	+6	Life experiences, magpie talent
9 <sup>th</sup>	+6/+1	+4	+3	+6	+6	-
10 <sup>th</sup>	+7/+2	+5	+3	+7	+7	Improved uncanny dodge, life experiences
11 <sup>th</sup>	+8/+3	+5	+3	+7	+7	-
12 <sup>th</sup>	+9/+4	+6	+4	+8	+8	Life experiences, magpie talent
13 <sup>th</sup>	+9/+4	+6	+4	+8	+8	-
14 <sup>th</sup>	+10/+5	+7	+4	+9	+9	Life experiences
15 <sup>th</sup>	+11/+6/+1	+7	+5	+9	+9	Master magpie
16 <sup>th</sup>	+12/+7/+2	+8	+5	+10	+10	Life experiences, magpie talent
17 <sup>th</sup>	+12/+7/+2	+8	+5	+10	+10	-
18 <sup>th</sup>	+13/+8/+3	+9	+6	+11	+11	Life experiences
19 <sup>th</sup>	+14/+9/+4	+9	+6	+11	+11	-
20 <sup>th</sup>	+15/+10/+5	+10	+6	+12	+12	One for sorrow, life experiences, magpie talent

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This ichthyic creature, called a “d’jek” by the Welshen, allows the Magpie to literally see luck via a psychic connection with the d’jek.

Legend has it that the d’jek was found inhabiting the stomachs of other animals on a desolate world with a binary sun known as Fem’Mal. The planet is now known colloquially as “Planet Magpie”. While a sapient alien creature has never been found, the discovery of the d’jek comes close. Despite their parasitic nature, they are oddly picky about their host. Their natural ability to see the T’jek leads them to choose to avoid hosts that have bad luck or who simply aren’t “meant” to have a D’jek at the time.

A new Magpie is selected when the time is right. An existing Magpie never intends to come across a d’jek. They just “do”. Sometimes this comes in the form of a smuggled d’jek accidentally finding its way into the Magpie’s luggage or their ship crash landing on the surface of Fem’Mal. More often than not, the d’jek ends up in their possession because someone else tried to make themselves a Magpie by force. Whatever the reason, an existing Magpie happens to end up with the fish, and he wanders until he feels like he meets the “right” person. A swell in the T’jek around a particular individual at an opportune time is generally enough to indicate this. The Magpie presents them with a fish and says something to the effect of, “Hey you! Swallow this fish!” If the candidate promptly swallows the bizarre creature without hesitation they become a Magpie. On an unrelated note, statistics show that Magpies are comprised of a fair number of people with mental illnesses.

If the person hesitates or does not accept the fish, the Magpie simply keeps following the T’jek until he happens to find the right host for the D’jek. Sometimes it takes years. Sometimes it takes seconds. Sometimes he gets hungry on a long spaceflight and grills it up. Either way a Magpie is made when a Magpie is needed.

*Janis Oneday  
Exile Magpie*



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Magpies traditionally care little about their appearance and are often mistaken for vagabonds. While not the intended purpose, this often allows them to pass unknown amongst the populace. They are directed by a council of Magpies (“directed” is a strong word...) that accidentally meet when a discussion is needed. The T’jek seems to always have them meet, often times through fantastic circumstances, at a safe and friendly place. They have a tendency to meet at diners or fast food restaurants, and the council doesn’t always have the same members. It’s more a floating group of whomever seems to fit the bill best (aka who randomly shows up). The council tends to be made up of older Magpies, but even younger ones may find themselves at a council meeting, seemingly by accident.

They are generally given a vision of the way the T’jek is flowing through the universe as a whole. Sometimes a Magpie will deliver a message to another Magpie nearby directing them to go stem a tide of bad luck or cause a bit of misfortune in order to give events a positive spin in the long run.

#### SIDEBAR>> THE STORY OF BEREX THE HUNGRY

The most famous indication of this was when Berex the Hungry placed a system map on the table and accidentally spilled his glass of chocolate milk on it. The spill actually indicated the general flow of negative luck in the universe and showed that a great tragedy was about to occur on Earth. They dispatched a single Magpie who was ultimately able to inadvertently save the planet from a meteor shower that would have caused a third ice age.

They famously use antique derringers, though it is merely symbolic. A skilled Magpie can use a pin to take down an army. They are led by a clandestine order who scan the luck stream far into the future to predict what will happen and how to make the universe more conducive to the creation of good luck (via good actions and reduced evil ones).

No one can get an accurate account of exactly how many Magpies there are in the universe. Conservative estimates put their numbers at no

more than 1,000 while some more liberal guesses put them at 10,000. The Magpies themselves have no formal “system” and don’t really keep records themselves as they are a loosely organized bunch on the best of days.

Often times a new Magpie will happen to meet an older Magpie. This doesn’t always occur, but it happens far too frequently to simply be a coincidence. This mentor figure appears when a Magpie has questions and the time is right for them to get the answer (Sometimes it’s never right or the question is wrong). While it is rare for a true bond to develop between student and mentor, and their acquaintance is often informal at best, the mentor impart some of the knowledge of the T’jek they have learned and what it is to be a Magpie. A lot of this information is also available in the library and is hardly a secret.

#### ROLE:

Magpies are dice manipulators. They primarily augment their party’s ability to fight while still providing unique venues for their own battlefield domination via their class features.

#### CONFLICT: FATE VS CHOICE

A magpie is able to “see” luck, and this can present both a magpie and his player with interesting philosophical quandaries that can be fun for a gaming group to explore. Confronted with the suggestion that all things are simply predetermined, do they take it at face value or do they try to prove it wrong? Is chaos or order the default state of the universe? Is reality truly random and we are simply perceiving coincidences as “logic” and “order”? Are they flukes, the 10,000 “9s” in a row somewhere in the middle of pi? If this is the case, are we just cloud gazing at reality and meaninglessly assigning value to something that, at its core, has none? Or is the universe predetermined and we are just discovering that which is already there?

#### STARTING WEALTH:

1d6 × 10 R (average 35 resource.) In addition, each character begins play with an outfit worth 5 R or less and a derringer.

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## RACE:

A magpie can be from any race. Exiles tend to be more prone to become magpies and members of the Prime Bloodline are infrequently magpies.

ALIGNMENT: Any Chaotic

HIT DICE: d8

PPI: 5

## CLASS SKILLS

The magpie's class skills are *Acrobatics, Climb, Disable Device, Disguise, Escape Artist, Knowledge (faction), Perform, Sleight of Hand, Survival, and Swim*.

SKILL POINTS PER LEVEL: 2 + Intelligence

## CLASS FEATURES

All of the following are class features of the magpie.

## WEAPON AND ARMOR PROFICIENCY:

A magpie is proficient with all simple weapons and derringers. They are proficient with no armor and with no shields.

## ABSURDISM (SOC):

At his core, a magpie is an absurdist. Due to their close relationship to the flow of luck, they realize that the search by humans for meaning in life is ultimately futile. They find the existential irony amusing. Many magpies adopt elements of discordianism, nihilism, fatalism, and existentialism though most do so with an almost jovial humor. They "get" the cosmic joke. They see that all those little trivial tragedies that befall us on a day-to-day basis are quirky reflections of what it means to be human. Every lie a joke, every triumph a satire, every misery a set-up for what comes next. Most choose to see the humor in everything and never waste a second because they spend their entire lives laughing at the absurdity of it all. A magpie must never stray from their chaotic alignment or they cannot progress in the magpie base class until they have returned their alignment to a chaotic one. A fallen magpie loses access to their insanity defense and d'jek class features.

## D'JEK (SU):

At some point before this the magpie At some point before this the magpie swallowed an amphibious fish called a d'jek that performs a sort of symbiosis to allow him to see the T'jek. The T'jek is an ever flowing topographical map-like river that flows over all of reality visually representing good and bad fortune with swells and dips. Good actions create a swell in the T'jek and malicious actions create a dip. A magpie can use their understanding and perception of the T'jek to influence the world and calculate chains of events far beyond what a normal human can predict.

To this end, a magpie gains a pool of T'jek points he can use to exploit his perception of the T'jek. The number of points in a magpie's T'jek pool is equal to his magpie level + his Wisdom modifier. As long as he has at least 1 point in his T'jek pool, he can act in phase 2. Use of the d'jek requires the investiture of 1 PPI. The d'jek is treated as a graft for the purposes of class features and effects relating to grafts. This effectively reduces a starting magpie to 4 PPI.

By spending points from his T'jek pool, a magpie can do one of the following things as a free action to any creature within 30 feet + 5 feet per magpie level:

- **IMPROVE LUCK:** Adjust the number rolled on a dice up by the number of luck points expended. This amount cannot be over the maximum amount a dice can roll. This ability actually adjusts the actual number rolled. Adjusting the dice to a 20 from a 16, for example, results in the roll of a "natural 20".
- **LUCKY SAVE:** As an immediate action, reduce a critical threat to a normal hit. This costs 1 T'jek point.
- **FOLLOW THE ROAD:** Gain a +4 insight bonus to his AC for 1 round. This can only be applied to the magpie himself. This costs 2 T'jek points.

The T'jek pool is replenished each morning after 8 hours of rest; these hours do not need to be consecutive.

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A magpie is privy to the actual result of dice rolls of his fellow players at his request. A GM is only required to tell a magpie player if the dice roll could be adjusted to avoid a critical hit from NPCs.

A Magpie also consumes a great deal of food due to the voracious appetite of his d'jek. A d'jek must be fed at least 1 ration every 6 hours or it starts to take nutrients directly from its host's body. Missing a meal will cause the d'jek to grow restless, inflicting a great deal of pain on its host and making them sickened until they have fed it. It also deprives the Magpie of their d'jek class feature until it is fed. After 5 missed feedings the host will lose 1 point of Constitution per day. This Constitution damage will heal itself at a rate of 1 point per day after the d'jek is fed again.

#### INSANITY DEFENSE (EX):

The Magpies are guided by the chaotic ebb and flow of the T'jek to find new members for their order. The kind of person who answers "yes" to a man on a street corner of some backwater world waving around a slimy grey parasite and asking if anyone wants to swallow it is a "unique" individual. As such, all Magpies either have or develop eccentric personalities with a number of flaws. You have the option to take one (or more) of the flaws. If they do they gain a +4 to all Will saves vs mind affecting effects. You can take multiple eccentricities but this does not improve the bonus.

**BLIND:** You must pretend to be blind even when it is detrimental to your well-being.

**YOU SMELL NICE:** You must stop and sniff anyone who has a conversation with you. If you speak with them frequently you may simply inhale deeply.

**SCRATCHY:** You must scratch an excessive amount and come up with a fictional reason as to why (bugs, government probes, etc).

**SMILE FOR THE CAMERA:** You must attempt to give your widest, biggest, smile you possibly can at all times.

**SQUINTS:** You must continuously strain to close one of your eyes.

**NOT-A-LIBRARY-VOICE:** Every so often (every 5th-10th word or so) you must shout one word. ("We must be very SNEAKY as we go down this HALLWAY.")

**COLLECTION:** You must collect and maintain an extensive collection of mundane objects whose total value does not exceed 1 resource but constitutes at least 25% of your maximum carrying weight. Common examples include bottle caps, ornate sheets of paper, or trading cards.

**ACCENT:** You frequently slip into heavy accents and are unaware of it. When you speak with an accent (sometimes in a very poor imitation of it) you are unaware that you are doing so.

**WHAT'S IN A NAME?:** You frequently change your name (at least twice weekly) and act as if your new name has always been your name. You are confused when anyone presents you evidence to the contrary. (And often think it's a conspiracy to frame you for something)

**FEAR IS THE MIND KILLER:** You have an irrational and crippling phobia of a normally cheerful, harmless, thing. (Birthday parties, puppies, candy, babies, milk, etc)

**SKIPPY-DO-DAH:** You must skip every other step. Even during combat. (this does not impede or even effect your movement)

**IDOLIZE:** You have an unhealthy obsession with a popular figure (often a musical celebrity) and you sometimes believe you have a close (and clearly secret) relationship with said popular figure.

**CAN'T SLEEP, WELSHEN WILL EAT ME:** You cannot sleep, are very twitchy, hyper, and require sedative medication to obtain rest.

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LIMELIGHT: You spontaneously break out into song at least once per week. It is quite often show tunes.

MY PRETTY: You have an exotic pet no bigger than a lapdog that you are obsessed with. When not doing anything else you MUST be petting it/ holding it/entertaining it. You spoil it rotten. You believe it has human qualities like the ability to communicate, opinions on situations, the same rights as humans, and the need to wear clothes, etc.

TACTILE FIXATION: You MUST touch everything. It's a compulsion that might have you running your hand along the coils of a stove just to experience the tactile joy of the red hot metal on your fingers. You can resist the urge with a DC 10 + your Magpie level Will save. The more exotic the texture, the more compelled you are to feel it.

COMIC HYPOCHONDRIAC: You are sick with everything. You know it. That cough that guy in the train station had? It was the start of a plague- you knew it! Why didn't anyone listen! Now you've got it and you're going to die! Seriously! You were sweating more than normal and your stool was loose. And AND AND AND you coughed this morning *just* like how that guy at the train station did!

RUBE GOLDBERG MACHINE (SU): Starting at 3rd level, as a full round action a magpie can cause a chain reaction that results in one of two effects. The ability does not provoke an attack of opportunity.

- Deal 1d6 points of damage (Reflex for half) to a single creature within 30 ft. for every level the magpie possesses ( DC = 10 + ½ magpie level + Wisdom modifier). Activating this ability costs 2 T'jek points.
- Deal damage equal to twice his magpie level (Reflex for half) to multiple creatures within 30 ft. This affects up to 1 creature for every odd level of magpie possessed. Activating this ability costs 4 T'jek points.

A character must be able to adequately provide a descriptive chain reaction of events that would result in the damage to the satisfaction of the GM.

#### LIFE EXPERIENCE:

Starting at 2nd level and at every even level thereafter, a Magpie gains an undeclared bonus feat or skill bonus. This is either a feat or a permanent +5 miscellaneous bonus to a certain skill. A Mapie is always surprising people with some talent or trick they have picked up from the random grab-bag of life experiences they have gone through. As a free action, a Magpie may declare what this feat or skill bonus is. The Magpie must still meet all the prerequisites for the feat. Once declared, this feat or bonus becomes permanent.

The Magpie must then explain where he learned that skill. This feat/skill bonus may be declared any time after they gain it but before they gain a new one. A given skill may never be selected more than once for the bonus (However sub-skills like Profession (battle chef) and Profession (telephone book repair man) may be selected independently).

*("Didn't I tell you? I use to farm ken'il beasts on the moon of Te'Corvis? I HAD to learn to climb those crags if I wanted to earn my pay!")*

#### MAGPIE TALENT:

As if to prove that the only real constant in the universe is chaos, magpies are a wonderfully diverse group of individuals. They all approach their gift in their own unique way that is in line with their own personal outlook. At 4th level and every 4 levels thereafter, a magpie gains a new magpie talent, allowing him to use his d'jek class feature in a new way:

BAD JUJU SENSOR: You can literally smell trouble before it happens. You can smell changes in the T'jek and danger has a particularly foul odor. You gain the scent quality as long as you have at least 1 T'jek point. You can always act in the surprise round even if you fail to make a Perception check if you expend 1 T'jek point.

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**BOOKMARKS IN THE SOUL:** You use the T'jek to find just what you're looking for academically. Certain pages glow, passages highlight themselves for you, and papers fall out into your lap revealing exactly what you're researching. By expending 1 T'jek point, you may gain a bonus equal to your magpie level to a single Knowledge check.

**BRILLE OF THE BRAIN:** Once per day, a magpie can spend 1 hour reading the changes in the T'jek. He gains the ability to see the reflection of the macrocosmic in the microcosmic and glean some information from it. The player may ask a question of the GM. This unique examining of the general flow of T'jek in the universe can provide you with a useful piece of advice in reply to the question concerning a specific goal, event, or activity that is to occur within 1 week. The advice granted by the ability can be as simple as a short phrase, or it might take the form of a cryptic statement. If you don't act on the information, the universal T'jek might shift and conditions may change so that the information is no longer useful. A magpie must be at least 8th level before selecting this talent.

**CAGED BIRD:** A magpie attracts the companionship of a bird (using the stats for a hawk). This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the magpie's effective druid level is equal to his magpie level -3. A magpie may select any similarly sized bird to stand in for a hawk (magpies typically select magpies and ravens tend to select ravens) though they use the stats for a hawk.

**D'JEK WHISPERER:** As a standard action, a magpie with this talent can commune with the d'jek living in their belly and gains temporary 1 PPI.

**FALCON:** As part of a full round attack, you can make an extra attack at your highest BAB by expending 2 T'jek points. You may only use this magpie talent once per round. A magpie must be 8th level before selecting this talent.

**FEEL THE LUCK:** You are able to grant single other creature the ability to use your d'jek class feature. Once decided the selection lasts for 24 hours. A magpie may end this effect prematurely as a non-action (even during another player's action) though a new selection may not be made prematurely. The psionic bonding process takes 10 minutes. T'jek points expended are deducted from the magpie's pool. The selected creature must not have a d'jek. This talent only allows this second creature to boost their own rolls.

**LUCK OF THE BLADE:** This ability doubles the threat range of a weapon and grants you a +1 luck bonus to confirmation rolls if you expend 1 T'jek point at the start of your turn as a free action. The effect lasts until you confirm a critical or your turn ends, whatever comes first. This benefit doesn't stack with any other effects that expand the threat range of a weapon.

**LUCKY SHOT:** Once per round you can expend 1 T'jek point to reroll a critical confirmation roll. This 2nd roll is made at a +2 luck bonus.

**RHYTHM OF THE UNIVERSE:** You do not just see the T'jek, you feel the rhythm in your bones and hear its melody in your ears. You can pay 1 T'jek point as a free action when you succeed on a Reflex save that allows for half damage. You are treated as if you had the evasion class feature for the purposes of determining if you take damage or not. A character with this talent begins enjoying music or dance in some fashion once they take it.

**TUNE IN, TUNE OUT:** An odd thing happens when someone examines a grain of rice up close. At extremely close distances the once perfectly white little featureless little grain actually has imperfections and tiny features not observed before. However, the world beyond the grain of rice ceases to have as much meaning. A magpie who examines the T'jek this closely gains 4 additional T'jek points per day but becomes detached from the real world, taking a -4 penalty to your Social Bonus.

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**TWO MOVES AHEAD:** Like a seasoned chess player, a magpie with this talent may ready an (as of yet) un-described action as a standard action. At any point before his next turn, he may describe what his readied action was and trigger it. Using this ability consumes 1 T'jek point. A magpie must be at least 8th level before selecting this talent.

#### UNCANNY DODGE (EX):

Starting at 5th level, a magpie can react to danger before his senses would normally allow him to do so. This is not because of some great martial prowess; just dumb luck. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A Magpie with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against him.

#### IMPROVED UNCANNY DODGE (EX):

A magpie of 9th level or higher can no longer be flanked, except by creatures that have 4 or more levels in classes that grant uncanny dodge. This effect is due to sheer serendipitous luck, rather than some preternatural awareness.

#### MASTER MAGPIE (SU):

At 15th level a magpie can read the flow of the T'jek so naturally that he may act in phase 3.

#### SIDEBAR>> THE SUPERNATURAL/ SUPERNATURAL ABILITIES IN NECROPUNK

The discerning reader will note that abilities with the (Su) tag exist in Necropunk. These do not denote magical supernatural abilities but rather abilities that science has not fully explored. It took us a hundred years to discover that lightning didn't come from Zeus and hundreds more to understand it as we do now. By the time humanity left Earth we were still discovering its unique phenomenon. Now faced with billions of planets how can we possibly hope to intimately understand the complexity and uniqueness that each creature on each planet represents? How can we begin to understand the various evolutionary routes that lead to their

creation? Science has a very long way to go and every day the landscape is redefined by some new discovery that flies in the face of all established facts.

*"Think yourself small in this universe and you will begin to understand that the only thing you truly know is that you are ignorant in the face of majesty."*  
-The Yearner's Bible

#### ONE FOR SORROW (SU):

A magpie is a magnet for chaos, good and bad. He learns to channel that into a storm of total chaos. Once per day as a full round action a magpie can pay any number of T'jek points and roll a d10. Each result is unique and the outcome is dependent on how many T'jek points he invested. This roll cannot be adjusted by expending T'jek points.

**ONE FOR SORROW:** Your nearest ally must make a Fortitude save (DC 10 + ½ magpie level + T'jek points invested) or be reduced to zero HP due to a crazy random happenstance. If there are multiple allies equidistant from you the GM may decide (or roll a dice).

**TWO FOR LUCK:** You regain twice the amount of T'jek points you invested. You cannot gain more than your maximum number of T'jek points in this manner.

**THREE FOR A WEDDING:** You, one ally, and one enemy flip coins. Anyone whose toss results in tails results take 1d6 damage per magpie level (Reflex for half, DC 10 + ½ magpie level + T'jek points invested).

**FOUR FOR DEATH:** The nearest enemy must make a Fortitude save (DC 10 + ½ magpie level + T'jek points invested) or be reduced to zero HP.

**FIVE FOR SILVER:** You come into possession of an item worth 1000 resource x the amount of T'jek points invested through crazy random happenstance.

**SIX FOR GOLD:** You come into an item worth 5000 resource x the amount of T'jek points invested though crazy random happenstance.

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**SEVEN FOR A SECRET, NOT TO BE TOLD:** You learn a random and possibly personal bit of information you did not know about an enemy in the combat that can give you some sort of tactical advantage.

**EIGHT FOR HEAVEN:** Your d'jek injects you with a cocktail of happy feeling drugs. You gain temporary HP equal to  $10 \times$  the amount of T'jek you invested in this ability. They last for a number of rounds equal to the amount of T'jek you invested + 2.

**NINE FOR HELL:** You intentionally accidentally pulled a linchpin out and collapsed something big that resulted in a dramatic change in the battlefield. All creatures in the combat must make a Reflex save (DC  $10 + \frac{1}{2}$  magpie level + T'jek points invested) or take damage equal to your Rube Goldberg machine single target attack. Buildings can fall down, bombs could explode, holes appear in a seemingly solid floor.

**AND TEN FOR THE DEVIL'S OWN SELL:** By paying 100 resource per HD of a creature, you cause it to be cursed with bad luck for the next  $1d4$  weeks + 1 week for each T'jek point invested. While you're not directly responsible for their actions, you alter their course in life down a darker path. They get a Will save to negate the effect (DC  $10 + \frac{1}{2}$  magpie level + T'jek points invested) or they are cursed to walk that darker path. They make all rolls on a d20 twice and take the lower result. If you do not have the available resource to pay for this, the curse instead falls upon you. Each day a creature gets to make a Will save (DC  $10 + \frac{1}{2}$  the number of days remaining + T'jek points invested) to remove the curse. A magpie gets a +4 to removing his own curse and makes his first save  $1d4$  rounds after cursing himself. A magpie is not aware of the nature of his actions when he is doing this, though his intent to cause someone to gain bad luck is known to the magpie. There are no external signs that the character is "cursed" in this fashion, however- they may realize that they are having unnaturally bad luck.

## MAGPIE ARCHETYPES

### RAVEN

**RESTRICTION:** Alignment (Any Non-Good)  
Ravens are Magpies who make bad luck for others. The term isn't often used by Magpies themselves but by outsiders as a derogatory term for Magpies who use their powers to mischievous ends. The Magpies are fairly laid back and don't really care. An abuse of power gets a good finger wagging every now and again but nothing more punitive.

#### RAVEN D'JEK (SU):

A raven loses the ability to improve luck, but gains the following option when expending T'jek points.

- **BAD LUCK:** Adjust the number rolled down on a dice up by the number of luck points. This amount cannot be reduced below 1. This ability actually adjusts the actual number rolled. Adjusting the dice to a 1 from a 6, for example, results in the roll of a "natural 1". This costs 1 + the amount you are reducing the roll by.

This modifies the magpie's d'jek class feature.

In addition the raven gains access to following magpie talents:

- **HIDE THE PATH:** By expending 2 T'jek points, you can deliver a ranged touch attack as a standard attack to obscure another magpie's ability to use their d'jek class feature. This suppresses their ability to boost their rolls, reduce critical, gain an insight bonus to their AC, or benefit from magpie talents. The target gets a Will save ( $10 + \frac{1}{2}$  raven level + Wisdom modifier) to resist this effect. If the effect is resisted, you regain 1 of the 2 T'jek points you expended. A raven loses access to the "feel the luck" magpie talent.

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# MEDIC

They say war never changes but with, changing technologies, both the wounds and the medicine to heal them are in a near constant state of flux. Enter the medic, a master of triage and trauma care. He'll keep a soldier on his feet and can repair all but the most dire of mortal wounds. Even these may fall by the wayside as he hones his craft and maintains a certain state of transience with the expansion of medical science.

## ROLE:

Dedicated to more than just providing triage, medics are able-bodied combatants. Their true strength lies in their core duality; while they can fight on the front line, they can also provide the necessary medical treatment to their allies to can save their lives. Their healing is not permanent, however, and it is bound by the mundane constraint of supplies.

## STARTING WEALTH:

3d6 × 10 R (average 105 R.) In addition, each character begins play with an outfit worth 10 R or less and 5 healing kits.

ALIGNMENT: Any

HIT DICE: **d8**

PPI: **5**

## CLASS SKILLS:

*The medic's class skills are Climb, Disable Device, Drive, Fly, Heal, Knowledge (all), Linguistics, Perception, Profession, Survival, Swim, and UTD.*

SKILL POINTS PER LEVEL: 2 + Intelligence

## CLASS FEATURES

The following are class features of the medic.

## WEAPON AND ARMOR PROFICIENCY:

Medics are proficient with all simple and martial weapons and with light and medium armor. They are proficient with all shields (including tower shields).

## FIELD MEDICINE (EX):

At 1st level a medic can expend 1 use of a healer's kit to quickly patch up a wound temporarily. A medic grants a creature temporary hit points.

These hit points cannot cause the total hit points of a character to go above its maximum (Example: If a fighter has 50 hit points total but has only 25 left then he could only have 25 temporary hit points). Any that exceed this maximum are immediately lost. Expending a use of a healer's kit grants a target 1d6 points of temporary hit points plus the medic's Wisdom modifier. This amount increased by an additional 1d6 points of temporary hit points for every two medic levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). These stack with each other. A medic may apply a healer's kit an unlimited number of times per day, though each time it consumes one use of a healer's kit. This is a standard action that provokes an attack of opportunity. The temporary hit points granted by this ability only last for a number of hours equal to the medic's Wisdom modifier. Each use of field medicine refreshes the duration.

When the party takes an extended rest, the medic can provide additional care. This costs an additional use of the medical kit per subject. When the rest is completed, any remaining temporary hit points are converted into actual hit points. This does not count as healing for the purposes of bedside manner. The medic may only provide additional care for up to 2 creatures per medic level.

## SIDEBAR>> HEALER'S KITS

A healer's kit is a mundane item that has 10 charges and costs 50 R. It is described in the Pathfinder Core Rulebook. Using it requires two hands.

## SAVE (EX):

At 1st level a medic can apply a quick fix to resuscitate a target. He can apply some basic first aid to an unconscious creature as a standard action, healing it for 1d6 points of damage plus 1 for every two medic level he possess. He can only use this ability on a creature that is below 0 hit points. He can use this ability a number of times per day equal to 3 + his Wisdom modifier.

## MEDIC'S CODE (SOC):

The Declaration of Geneva was adopted by the General Assembly of the World Medical

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Association at Geneva in 1948 and has stayed as a constant in the world of medicine. More recently it has been adopted by the humanity symposium who administers the creed to any medical practitioner. It has been amended many times and it currently reads:

- I solemnly pledge to dedicate my life to the service of the humanity symposium and their mission to better mankind;
- I will give respect and gratitude to my teachers;
- I will practice my profession with conscience and dignity.
- The health and wellbeing of my patient will be my first consideration;
- I will respect the secrets that are confided in me by my patients, even if they should die;
- I will maintain and safeguard by all means in my power the honor and the noble traditions of the medical profession;
- My colleagues will be my sisters and brothers;
- I will not permit considerations of age, disease or disability, creed, ethnic origin, gender, nationality, political affiliation, race, sexual orientation, social standing or any other factor to intervene between my duty and my patient;
- I will maintain the highest respect for human life;
- I will respect the Acceptance of Ascendance and the Singularity of Consciousness;
- I will not misuse my medical knowledge or any application derived from it to violate human rights and civil liberties, even under threat.

A medic must adhere to this creed or all medic class features but not weapon, armor, and shield proficiencies. He may not progress any further in levels as a medic. He regains his abilities and advancement potential if he goes before a representative of the medical board of the Humanity Symposium. This may require a trial or reparations to be made. This code may not be relevant to all archetypes.

#### SUPPLEMENTS (EX):

At 3rd level a medic can inject some small concoctions into his allies or enemies. These remedies cost 10 R's worth of herbs and fruit. These stimuli can have varying effects. A supplement

takes 1 hour to prepare, but they can be taken at any time.

**BATTERING BREW:** This concoction gives a creature a +2 alchemical bonus to damage, but it takes 1 damage when it makes an attack. The bonus increases by 2 for every 5 medic levels after 3rd, and so does the damage, until it deals +10 alchemical damage, and takes 5 alchemical damage on a hit.

**QUICKENING QUAFF:** This admixture gives a creature a +10 alchemical bonus to movement speed, but takes a -1 bonus on attack rolls. For every 7 medic levels after 3rd the bonus to movement speed goes up by 10 and the penalty to attack rolls goes up by 1.

**FOCUS FONT:** This brew allows a creature who takes it to achieve better mental clarity, but it causes hesitation. You gain a +1 bonus to AC and +1 bonus to concentration checks while threatened or movement. But it reduces melee damage rolls by 1. The bonus to concentration checks and the penalty on damage rolls goes up by 1 for every 5 medic levels after 3rd.

**SLEEP REPLACEMENT:** This compound allows the taker to shrug off the lack of sleep with the use of certain plants. They reduce the necessary amount of sleep by 2 hours, but this keeps them wired and jumpy. They take a -1 penalty on will saves while under its effects. The amount of necessary sleep goes down by 2 hours and the will penalty goes up by 1 every 6 levels after 3rd to a minimum of 2 hours sleep at 15th level. This does not stack with other sleep reductions, like a ring of sustenance.

#### TRAUMA CARE (EX):

A 4th level medic can spend a full round action to repair 1d4 points of ability damage. This also removes the fatigued condition and improves the exhausted condition to fatigued. He can do this a number of times per day equal to his Wisdom modifier. Using this ability consumes 3 charges of a healer's kit.

At 8th level, the medic's trauma care restores 1d8

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ability damage, and 1d4 ability drain. It also allows for a new save versus poison or disease that does not count against the subject on a failed save. At 12th level, the medic's trauma care restores all ability damage, 1d8 ability drain, and removes the exhausted, nauseated, and stunned conditions.

#### SIDEBAR>> FIGHTER VS MEDIC

The medic is an alternate class for the fighter. While not the traditional concept of a fighter, a medic provides some much needed medical support to soldiers in the field. A medic may count his medic level as his effective fighter level and vice versa for the purposes of qualifying for feats.

#### BEDSIDE MANNER:

When a medic provides any amount of healing that restores HP, it is increased by half (+50%). This does not apply to restoring subdual damage, morale damage, or temporary hit points granted. When using the Field Medicine feature, count all 1s and 2s rolled on the dice as 3s.

#### RESTORATIVES (EX):

Starting at 2nd level, a medic gains a +1 bonus to Tech Level to create and use restorative items. He also gains a +1 bonus on craft checks to create restorative necrotech.

#### BONUS FEATS:

At 4th level, and at every 4th level thereafter, a medic gains a bonus feat in addition to those gained from normal advancement (meaning that the medic gains a feat at every level). These bonus feats must be selected from those listed as combat feats. His medic counts as his fighter level for the purposes for qualifying for these bonus feats.

#### STITCH UP (EX):

At 10th level, by spending a full round stitching a target up, a medic can turn an amount of temporary hit points restored by the field medicine ability into actual hit points. (This does not count as healing for the purposes of bedside manner) He can convert twice his medic level + his Wisdom modifier in temporary hit points per turn. Using this ability consumes a charge of a healer's kit.

**TABLE 4-1: THE MEDIC**

LEVEL	BASE ATTACK BONUS	SOCIAL BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 <sup>st</sup>	+1	+0	+2	+0	+2	Field medicine 1d6, save
2 <sup>nd</sup>	+2	+1	+3	+0	+3	Bravery +1
3 <sup>rd</sup>	+3	+2	+3	+1	+3	Field medicine 2d6, supplements
4 <sup>th</sup>	+4	+3	+4	+1	+4	Bonus feat, trauma care
5 <sup>th</sup>	+5	+3	+4	+1	+4	Field medicine 3d6
6 <sup>th</sup>	+6/+1	+4	+5	+2	+5	Bedside manner, bravery +2
7 <sup>th</sup>	+7/+2	+5	+5	+2	+5	Field medicine 4d6
8 <sup>th</sup>	+8/+3	+6	+6	+2	+6	Bonus feat
9 <sup>th</sup>	+9/+4	+6	+6	+3	+6	Field medicine 5d6
10 <sup>th</sup>	+10/+5	+7	+7	+3	+7	Bravery +3, stitch up
11 <sup>th</sup>	+11/+6/+1	+8	+7	+3	+7	Field medicine 6d6
12 <sup>th</sup>	+12/+7/+2	+9	+8	+4	+8	Bonus feat
13 <sup>th</sup>	+13/+8/+3	+9	+8	+4	+8	Field medicine 7d6
14 <sup>th</sup>	+14/+9/+4	+10	+9	+4	+9	Bravery +4
15 <sup>th</sup>	+15/+10/+5	+11	+9	+5	+9	Field medicine 8d6, raise
16 <sup>th</sup>	+16/+11/+6/+1	+12	+10	+5	+10	Bonus feat
17 <sup>th</sup>	+17/+12/+7/+2	+12	+10	+5	+10	Field medicine 9d6
18 <sup>th</sup>	+18/+13/+8/+3	+13	+11	+6	+11	Bravery +5, special care
19 <sup>th</sup>	+19/+14/+9/+4	+14	+11	+6	+11	Field Medicine 10d6
20 <sup>th</sup>	+20/+15/+10/+5	+15	+12	+6	+12	Bonus feat, angel on the battlefield



### RAISE (EX):

At 15th level a medic can restore life to a recently deceased corpse. If he gets to a dead creature within a number of rounds equal to his Wisdom modifier he can use 5 charges of a healer's kit to act as if he had cast *raise dead* on a target as a cleric of the same level.

### SPECIAL CARE (EX):

A 18th level medic who uses trauma care also restores 1d2 negative levels (temporary or permanent) and the amount of ability damage his trauma care can restore is increased to 1d8.

### ANGEL ON THE BATTLEFIELD (EX):

A medic of 20th level or higher can bring someone back from the dead so long as he gets to them in time. It's a medical miracle, but a medic of great talent can piece someone back together even if there are only a few pieces left. Once per day a medic can bring back someone who has been dead for hours equal to his Wisdom modifier. He must expend 10 charges of a healer's kit. If he does, it acts as if he had cast *true resurrection* on a target as a cleric of the same level.

## MEDIC ARCHETYPES

### SENTINEL MEDICAL OFFICER

REQUIREMENTS: Non-Welshen

While the average sentinel may be the sword arm of the Ewgee, and a liaison may be their voice in the realms of politics, the Sentinel Medical Officer is their immune system. They emphasize diligence and humanity in the area of warfare. The Medical Officer provides support and care to the wounded on the battlefield.

### TACTICAL DEFENSE TRAINING:

When the sentinel medical officer gains a bonus feat he may gain a combat feat or a teamwork feat. This replaces the Medic's bonus feat progression.



Dr. Francis Madaraki  
Sentinel Field Medic

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## TACTICAL POSITIONING (EX):

At 5th level, when the sentinel medical officer uses his field medicine or trauma care, he does not provoke attacks of opportunity if there is an ally threatening the enemy he would provoke from. This replaces bedside manner.

## WELSHEN ACUPUNCTURIST

REQUIREMENT: Welshen (Any clan)

Welshen medicine is about necessity versus efficiency. Medical supplies are amongst the most sacred possessions and, in their reticence to waste their medical supplies, they have developed shortcuts that can trick a body into healing itself.

## WEAPON & ARMOR PROFICIENCIES:

A Welshen acupuncturist gains proficiency with bone needles, and loses proficiency in ranged weapons.

## WELSHEN ACUPUNCTURE (EX):

A Welshen may, as a standard action, invest 1 PPI into an ally by activating certain pressure points. The PPI is invested and unusable for 3 rounds. While the PPI is invested in the character they gain fast healing 1. The amount of fast healing increases every odd level after 1st until they gain fast healing 10 at 19th level. This effect drains energy from the subject after 1 minute from benefitting from Welshen Acupuncture leaving them fatigued for 1 hour afterwards. A character cannot benefit from Welshen acupuncture while fatigued. This replaces the medic's field medicine class feature.

## DRAMATIC RECOVERY (EX):

At 4th level a Welshen acupuncturist may spend a standard action to invest 2 PPI into an ally. Doing so grants the subject the ability to heal 1 point of ability damage immediately and 1 every minute thereafter for 4 minutes. During this time the PPI is inaccessible to the acupuncturist. Alternatively this can remove the sickened condition, change nauseated to sickened, or stave off the effects of poison for up to 4 minutes.

At 8th level, when using dramatic recovery, the Welshen acupuncturist heals 2 points of ability damage per minute or 1 point of ability drain. Alternatively the Welshen acupuncturist can remove the paralyzed, nauseated, or stunned conditions.

At 12th level when using dramatic recovery, the character continues to heal 2 points of ability damage per minute until all ability damage is gone. If the character is suffering from the effects of poison or disease, he gains an additional save every minute that does not count against him should he fail but move him towards recovery should he succeed. All poisons and diseases are held dormant for the 4 minutes that dramatic recovery is in effect.

This replaces the medic's bonus feats at 4th, 8th, and 12th levels.

## METABOLIC EFFICIENCY (EX):

At 10th level when using Welshen acupuncture, the character affected is instead fatigued for 10 minutes if they eat a meal after being subjected to Welshen acupuncture.

This replaces the medic's stitch up class feature.

## MOMENTARY REJUVENATION (EX):

At 18th level when using Dramatic Recovery, the Welshen Acupuncturist can invest 3 PPI into a target. If they do, the character heals 2 points of ability drain per minute and heals 1 negative level per minute for 2 minutes.

This replaces the medic's special care class feature.

## SIDEBAR>> BONE NEEDLES

A bone needle uses the profile of a bone battle syringe, though it cannot inject dosage of poison.

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## NECROMANTIC SURGEON

REQUIREMENTS: Non-Welshen, Non-Prime Bloodline

In the Necromancer's subculture it's all about what one can do, not necessarily about what one should do. The necromantic surgeon follows this idea, making effective restoratives that may have a hidden cost.

### FIELD STIMULANT (TECH):

At 1st level a necromantic surgeon begins to build his own methods of human restoration. He gains 1 medical inspiration when utilizing a charge of a healer's kit as a standard action. He gains an additional medical inspiration every odd necromantic surgeon level. A necromantic surgeon can use medical inspiration in the following ways: Using Field Stimulants on an enemy provokes an attack of opportunity. If the necromantic surgeon uses his field stimulant to heal, he heals an additional amount equal to his Intelligence. A necromantic surgeon may apply a field stimulant multiple times. Doing so increases the benefit and the penalty equally. A necromancer may only apply a stimulant with a cost of 1 or 2 medical inspiration more than once.

- **QUICK FIX (1 POINT):** Heal 1d4 points of damage on the subject.
- **PAINFUL ACCURACY (1 POINT):** Give the subject a +1 bonus to attack rolls this round, but deal them 2 points of damage for every medical inspiration spent this way.
- **RETICENT REFLEXES (1 POINT):** Give the subject a -2 penalty on damage rolls, but a +1 competence bonus on reflex saving throws for 1 round per Intelligence modifier. This replaces field medicine.

A character may make a Fortitude save to ignore both the benefits and the penalties associated with field stimulant. The save DC is  $10 + \frac{1}{2}$  necromantic surgeon level + Intelligence modifier.

### BONUS FEATS:

When a necromantic surgeon gains a bonus feat he may either take a combat feat or a craft feat.

## INSPIRATIONAL DOKTOR (TECH):

At 4th level the necromantic surgeon expands his repertoire of medical practices.

- **UPPER BODY BOOST (2 POINTS):** Add 1d6 damage to all melee attacks made by the subject on their turn but they cannot move until the start of their next turn.
- **DEADENING SENSES (2 POINTS):** The subject gains DR 1/ bludgeoning, but is deafened for 1d4 rounds. When applied multiple times, the deafened duration does not increase.
- **TWITCHY MUSCLES (2 POINT):** Give the subject a -2 penalty on attack rolls, but a +1 dodge bonus to AC for 1 round per Intelligence modifier.

At 8th level the necromantic surgeon begins working with the musculo-skeletal system.

- **BONE CONDUCTION DODGE (4 POINTS):** This allows the subject to use the evasion class feature for 1 round per Intelligence modifier, but they take a -4 penalty on Fortitude saves as the marrow is temporarily forced into a conductor for thought and impulse.
- **HYPER FOCUS (4 POINTS):** This give the subject a bonus to ranged damage rolls equal to their Dexterity modifier, or your Intelligence modifier (whichever is higher) for a number of rounds equal to your intelligence modifier but they count as flat footed against any enemy they did not attack.

At 12th level the necromantic surgeon can utilize chemical brain surgery.

- **PSI SHIELD GEL INJECTION (6 POINTS):** Give the subject psi-resistance = to  $10 + \text{medic level} + \text{Intelligence Modifier}$ , however the subject loses access to 2 PPI.

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- **SYNESTHESIA SNAP (6 POINTS):** Gives the subject all around vision, and a +2 dodge bonus to AC while flanked, however this puts the nervous system into confusion and applies a -4 penalty on will saves.

### CAREFUL PLANNING (EX):

Starting at 6th level, the necromantic surgeon may spend a full-round action using his healing kit. If he does, he gains 2 additional medical inspiration for that use of the healer's kit. This replaces bedside manner.

### STEADY HANDS (EX):

While performing body modification surgery, a necromantic surgeon may reroll a catastrophic failure once per day. If he is successful on his initial roll he reduces the necessary time by 50%. This replaces stitch up.

### SUPPLEMENTAL NERVOUS SYSTEM (TECH):

A necromantic surgeon at 18th level learns how to temporarily shorten the nerve pathways, and the zerostag conductors. This replaces the medic's special care class feature.

- **9 POINTS:** the subject may act in Phase 2 for 3 rounds although, afterwards, they are stunned for 1 round and fatigued for 1 hour afterwards. If the subject already acts in phase 2, then they may act in phase 3 instead.

## PSYCHIC

The general population has a PPI somewhere between 3 and 5. This allows them to interface with necrotech on a day-to-day basis. Anyone considered psychic has at least 10 PPI. With this monstrous potential of psychic power, they are gods amongst men. They can steal ghouls, shutdown necrotech, control advanced weapons no one else can, and even send deadly feedback pulses to people's brains.

### ROLE:

The role of a psychic is dependent on the powers they take. They are often employed to control a battlefield. A psychic can be a shutdown character that focuses on putting the pain on necrotech. On the other hand, they could be deadly mental assassins capable of causing brain aneurysms with just a thought. Their powers can even allow them to "hack" ghouls and necrotech and cause it to function under their own control.

### CONFLICT: ELITISM

You were born better. Your PPI is higher than your friends'. A psychic questions their value to their fellow man. Does value come from how hard you work or the end result? Are some people just "better" because of their genetics?

**STARTING WEALTH:** 2d6 × 10 R (average 70 R.) In addition, each character begins play with an outfit worth 10 R or less.

**ALIGNMENT:** Any

**HIT DICE:** d8

**PPI:** 12

### CLASS SKILLS

The psychic's class skills are *Appraise*, *Craft*, *Fly*, *Heal*, *Knowledge (psionics)*, *Knowledge (space)*, *Knowledge (religion)*, *Perception*, and *UTD*.

**SKILL POINTS PER LEVEL:** 2 + Intelligence

### CLASS FEATURES

All of the following are class features of the psychic.

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## WEAPON AND ARMOR PROFICIENCY:

A psychic is proficient with all simple weapons and they are proficient with light armor.

## PSYCHIC POWERS (PSI):

At 1st level and every 3 levels thereafter, a psychic gains the ability to utilize the psychic charge in her brain in a new and interesting way.

## BRAIN BOMB (PSI):

As a standard action, you can make a ranged psychic attack against a creature within 30 ft. If they fail a Will save (DC = 10 + ½ psychic level + Intelligence modifier), they take 1d6 damage per 2 psychic levels you have + Intelligence bonus. If the creature passes the Will save, they take no damage. This represents the psychic causing the target's own PPI to go haywire and backlash on them violently. This normally results in a spasm of the brain or other mentally induced pain. This costs 1 PPI + 1 PPI for every dice of damage the psychic wants to cause.

## BRAIN DRAIN (PSI):

A psychic with this power who brain bombs someone causes the target to take mental scarring as a result of the attack. The first time they fail the Will save for brain bomb the target additionally receives a -4 penalty to their Intelligence for 1d4 rounds. Alternately the psychic may cause the target to be fatigued. A psychic needs to be at least 9th level and have the brain bomb power before they can take this power.

## FALSE READING (PSI):

You can cause your PPI value to appear as high or low as you wish when people attempt to discern your current PPI. As a standard action, you can change what your PPI looks like to others.

## GHOST IN THE MACHINE (PSI):

A psychic with this power gains the ability to possess a ghoul. As a full-round action, they can attempt to take control of a nearby ghoul.

**TABLE 5-1: THE PSYCHIC**

LEVEL	BASE ATTACK BONUS	SOCIAL BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 <sup>st</sup>	+0	+0	+0	+0	+2	Psychic power 1, see thoughtscape
2 <sup>nd</sup>	+1	+1	+0	+0	+3	Multitasking 1
3 <sup>rd</sup>	+2	+1	+1	+1	+3	Psi bonus feat 1
4 <sup>th</sup>	+3	+2	+1	+1	+4	Psychic power 2
5 <sup>th</sup>	+3	+2	+1	+1	+4	Psychic resistance
6 <sup>th</sup>	+4	+3	+2	+2	+5	Psi bonus feat 2
7 <sup>th</sup>	+5	+3	+2	+2	+5	Psychic power 3
8 <sup>th</sup>	+6/+	+4	+2	+2	+6	Multitasking 2
9 <sup>th</sup>	+6/+	+4	+3	+3	+6	Psi bonus feat 3
10 <sup>th</sup>	+7/+2	+5	+3	+3	+7	Psychic power 4, progenitor's potential +1
11 <sup>th</sup>	+8/+3	+5	+3	+3	+7	Psychic resistance
12 <sup>th</sup>	+9/+4	+6	+4	+4	+8	Psi bonus feat 4
13 <sup>th</sup>	+9/+4	+6	+4	+4	+8	Psychic power 5
14 <sup>th</sup>	+10/+5	+7	+4	+4	+9	Multitasking 3
15 <sup>th</sup>	+11/+6/+1	+7	+5	+5	+9	Progenitor's potential +2, psi bonus feat 5
16 <sup>th</sup>	+12/+7/+2	+8	+5	+5	+10	Psychic power 6
17 <sup>th</sup>	+12/+7/+2	+8	+5	+5	+10	Psychic resistance
18 <sup>th</sup>	+13/+8/+3	+9	+6	+6	+11	Psi bonus feat 6
19 <sup>th</sup>	+14/+9/+4	+9	+6	+6	+11	Psychic power 7
20 <sup>th</sup>	+15/+10/+5	+10	+6	+6	+12	Progenitor's potential +3, multitasking 4



This lasts for round equal to 1 + their Intelligence modifier (min 1). When the ability ends it sends their mind back to their own body, leaving the ghoul. To possess it a psychic must be within 30 ft. They must know where it is and have line of sight to it. When a psychic transfers their mind, their body is, as near as anyone can tell, dead (DC 25 Perception or Heal check to discern they are alive).

Attempting to possess a ghoul is a full-round action. They must make a concentration check (DC = Ghoul HD + x2 Tech Level + current PPI invested in the ghoul). If the psychic is successful, their mind occupies the ghoul's body. The psychic keeps their Intelligence, Wisdom, Charisma, level, class, base attack bonus, social bonus, base save bonuses, alignment, and mental abilities.

The ghoul's body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A ghoul with extra limbs does not allow the psychic to make more attacks (or more advantageous two-weapon attacks) than normal. The psychic can't choose to activate the body's extraordinary or supernatural abilities.

As a standard action, the psychic can shift back to its own body if within range. If the ghoul is slain, the psychic returns to their own body and take a number of negative levels equal to half the HD of the ghoul. If the ghoul is slain beyond the range of the ability, both you and the host die. A psychic must have the hack power before they can take this power.

#### HACK (PSI):

Whenever a psychic legion locks a piece of necrotech they gain control over it as if they had it equipped if they do not wish it to seize (This also functions with necrotech disrupted by legion lock). This allows them to turn it on or off. It requires 1 PPI per piece of equipment you wish to maintain control over. A psychic must be at least 4th level and have the legion lock power before taking this power.

#### SIDEBAR>> HACKERS

The default psychic is assumed to be a hacker. Hackers are psychics who use their talents to

malicious ends. They steal ghouls, they command augmented ships to autopilot themselves into a sun, and loot banks with elaborate psychic hijinks. They are generally unaligned or mercenaries with their brains for hire.

#### LEGION LOCK (PSI):

As a standard action, a psychic with this power can make a ranged psychic attack against a creature within 30 ft. to cause a piece of their necrotech to seize up and stop functioning. The psychic must make a concentration check (DC 10 + x2 Tech Level + current PPI invested in the necrotech). The item ceases to function and any seizure penalty activates. This lasts until the start of your next turn. You can continue to cause the piece of equipment to seize by maintaining a concentration check. Activating (and maintaining a legion lock) costs 1 PPI. You can lower the DC required by 1 by expending more PPI. You can reduce the DC by a maximum of the current PPI invested in the piece of necrotech by its owner. Legion locking can only be done on an active piece of necrotech. Using a legion lock provokes an attack of opportunity. Maintaining a legion lock is a free action that requires concentration and does not provoke.

#### SIDEBAR>> THE LEGION LOCK

A "legion lock" is the term psychics use for their ability to cause necrotech to seize up and stop functioning. It is called this because famed psychic Caleb Legion is the one who came up with the interference method. There are other kinds of "locks" but the Legion Lock is the most effective and often used.

#### LEGION STORM (PSI):

A psychic with this power gains the ability to disable all necrotech in an area. An invisible spherical barrier with a 30 ft diameter surrounds you and moves with you. The space within this barrier prevents the functioning of any necrotech items within its confines. A psychic makes a concentration check when using this ability to deactivate the necrotech. (DC 10 + x2 Tech Level + current PPI invested in the necrotech). The item ceases to function and any seizure penalty activates.



A legion storm lasts until the start of your next turn. You can continue to maintain it by maintaining a concentration check. Activating (and maintaining a legion lock) costs 5 PPI. Using legion storm provokes an attack of opportunity. Maintaining a legion storm is a free action that requires concentration and does not provoke. A psychic must be at least 16th level and have the legion lock power before they can take this power.

#### LOVELESS LOCK (Psi):

A loveless lock causes a creature's own bones to fight against them. As a standard action a psychic can make a ranged psychic attack against a creature within 30 ft. If they fail a Will save (DC = 10 +  $\frac{1}{2}$  psychic level + Intelligence) they are stunned. On the start of their turn they receive another Will save at the same DC. A psychic can maintain this as a concentration check. Each time a creature fails to save against the stunned creature they get a +2 bonus on saves against loveless locks from that particular psychic for the next 24 hours. A psychic must be at least 13th level before they can select this power. A psychic may only have one loveless lock in place at a time. Loveless lock requires 1 PPI to use.

#### PRISON OF THE MIND (Psi):

A psychic with this power is especially gifted at causing their brain bombs to affect a target. If a target successfully saves against the brain bomb power they still take half damage. A psychic needs to be at least 16th level and have the brain bomb power before they can take this power.

#### PSYCHIC SHIELDING (Psi):

A psychic with this power can grant her allies within 30 feet psi resistance as a standard action. By expending 1 PPI per ally she wishes to grant PR to she is able to give them 7 + her psychic level in PR. This lasts for 1 round per Intelligence modifier the psychic has. While active it consumes 1 PPI. A psychic may end it prematurely as a free action on her turn. A psychic must be at least 7th level before taking this power.

*Terra McKinsey*  
*Exile Hacker*



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#### SIDEBAR>> "A RANGED PSYCHIC ATTACK"

A ranged psychic attack is an attack made against a creature's touch AC. A character making a ranged psychic attack adds their Intelligence to their attack roll in place of their Dexterity.

#### SIDEBAR>> PSI RESISTANCE

Psi Resistance (abbreviated PR) is the extraordinary ability to avoid being affected by (Psi) abilities.

To affect a creature that has psi resistance, a psychic must make a psionic focus check (1d20 + psionic focus) at least equal to the creature's psi resistance. The defender's psi resistance is like an Armor Class against psychic attacks. If the psychic fails the check, the ability doesn't affect the creature. The possessor does not have to do anything special to use psi resistance. The creature need not even be aware of the threat for its psi resistance to operate.

Only (psi) abilities are subject to psi resistance. (Ex), (Tech), and (Su) abilities are not. A creature can have some abilities that are subject to psi resistance and some that are not.

A creature can voluntarily lower its psi resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's psi resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity). A creature's psi resistance never interferes with its own necrotech, mundane items, or abilities.

A creature with psi resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and necrotech items have the ability to bestow psi resistance upon another. Psi resistance does not stack, but rather overlaps. Psi resistance prevents a (Psi) ability from affecting or harming the resistant creature, but it never removes a (Psi) effect from another creature or negates a spell's effect on another creature. Psi resistance prevents a (Psi) ability from disrupting another (Psi) ability.

#### ZEROSPIKE (PSI):

A psychic with this power can expend PPI to burn away the unused PPI of another creature within 30 ft. As a standard action, a psychic can pay up to ½ their psychic level in PPI (min 1) and make a ranged psychic attack against a creature within 30 ft. to automatically consume unused PPI (PPI that is not currently invested in anything) up to the amount of PPI they paid. Using a zerospike provokes an attack of opportunity. Maintaining a zerospike is free action that requires concentration and does not provoke an attack of opportunity.

A psychic can sustain a zerospike on a character as long as they concentrate and the creature is within 30 ft. A character under the effect of zerospike cannot reallocate their PPI. Once more than 30 ft. away from the psychic, the effect instantly breaks. A psychic must be at least 4th level before taking this power.

#### ZEROSPIKE BARRAGE (PSI):

As an immediate reaction to a creature within 30 ft. reallocating their PPI, you can expend 1 PPI to stop them from reallocating it (forcing them to keep it as is). A psychic must be at least 16th level and have the zerospike power before they can take this power.

#### SEE THOUGHTSCAPE (PSI):

At 1st level, a psychic can detect psychic auras. The amount of information revealed depends on how long she studies a particular area or subject.

- **1ST ROUND:** Amount of PPI a character has and any they have invested. This helps psychics identify each other (as only psychics have 10 PPI or over)
- **2ND ROUND:** Amount of PPI a character has and where it is invested to but not the amount of PPI invested in each piece of equipment. You can also see if a creature is under the influence of any psychic ability (such as legion lock, zerospike, thought baron, etc) but not what ability or who is using it.

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- **3RD ROUND:** Amount of PPI allocated to and what it is allocated to. You can also detect what psychic ability and who (within 30ft) is the source of the psychic ability. If you are not familiar with the ability, you become aware of the basic function of the ability.

#### PSI RESISTANCE (EX):

A psychic of 2nd level gains a degree of resistance to other psychic abilities. A psychic gains 7 + psychic level in PR. This improves to PR equal to 10 + psychic level at 11th level and 13 + psychic level at 17th level.

#### MULTITASKING:

A psychic of 2nd level has trained their brain to be able to maintain multiple trains of thought. They may maintain 2 concentration checks at any given time. Maintaining multiple concentration checks is still just a swift action. At 8th level and every 6 levels thereafter, a psychic can maintain 1 more concentration check at a time.

#### PSI BONUS FEAT:

Starting at 3rd level, and at every three levels thereafter, a psychic gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as Psychic Feats, sometimes also called "psychic bonus feats."

#### PROGENITOR'S POTENTIAL:

A psychic gains +1 PPI at 10th, 15th, and at 20th level.

## PSYCHIC ARCHETYPES

### TWOSAYER

**RESTRICTION:** Non-Welshen, Non-Prime Bloodline/Firstborn

#### SOCIAL PSYCHIC

A twosayer is a psychic who walks in the high social circles of the Necromancers' Guild. Their social graces far outweigh any martial prowess they might have. To represent this, they gain the social and base attack bonus progression of a diplomat.

#### NECROMANCER'S SANCTION:

A twosayer can legally craft necrotech as they are members of the Necromancers' Guild. A twosayer's sanction comes from their corporation and the Necromancers' Guild at large. A twosayer is bound to the service of their corporation. 25% of all profits a twosayer makes must be sent to the guild.

#### CORPORATION:

A twosayer is employed by a given corporation. Each of the massive corporations provide their employees with a stipend for day to day expenses and resources for crafting. Each time you gain a level, you gain 500 resource x your psychic level from your corporation. (This more likely comes in the form of crafting resources and trade goods than in the form of cold hard cash). This resource is delivered to you in a manner that you designate. (Placed in a bank, delivered in person, etc) It is delivered in a timely fashion, though not instantly. The resource's use is up to you. If you are out of reach or out of contact with your corporation (such as being in deep space or out of touch with them), the funds will be made available to you when you are able to be reached again. A GM may adjust the amount gained per level depending on the campaign.

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A character is expected to use this money to turn a profit and pay the guild more than they have provided them with via the 20% they take off the top of all sales (see the necromancer's sanction above). A twosayer who has not delivered their corporation's cut of their profit or fails to provide meaningful profits does not receive their payment and may be hunted down.

- **DRYAXIAN HIVE COMMISSION:**  
Employees of DH-Comm. are renowned for their business savvy and dedication to profits. They receive an addition 200 resource per level but owe 50% of their profits to the guild. They automatically receive the "shrewd engineer" talent at 5th level.
- **SECTION ENDOWMENT TREATY:**  
Engineers at SET specialize in ship building. They are very top secret and play things close to their vest. They gain a +4 bonus on all ride and fly checks at at 5th level.
- 
- **ONRYO CORP:** On the surface the good people at Onryo Corp provide valuable medical services and top notch consumer products. In reality they push drugs and are a vicious criminal organization. Employees get a +4 bonus on all Intimidate social maneuvers and receives a +4 insight bonus vs. intimidate maneuvers. They also receive a +4 insight bonus to all Heal skill checks at 5th level.

This replaces a psychic's 1st psychic power.

#### THOUGHT BARON (PSI):

At 1st level a twosayer can glean the emotions of a character by reading the tiny fluctuations in their psychic aura. As a swift action a twosayer creates a one way empathetic link with a target within 30 ft. This action is purely mental and does not have any physical manifestation and cannot be detected by the creature with which they are forming the empathetic link with. The exception to this is if the creature has psi resistance. In that case they are aware that the twosayer is probing their emotional state. In addition to knowing the emotions of the creature they gain a +10 insight bonus to Sense Motive checks made against that creature.

A creature hooked up to a twosayer's empathetic link unwittingly sends any emotion they have to them. This ability does not work on unwilling creatures that are aware of your ability. A twosayer must maintain line of sight for this ability to work. Using this ability is a swift action that does not provoke an attack of opportunity. Maintaining it is a free action that requires concentration and does not provoke. Using this ability consumes 1 PPI. At 6th level a twosayers is aware of the aura of 1 creature per Intelligence modifier. This still requires only 1 PPI and a single concentration. If a twosayer of 6th level focuses only on one creature, the Sense Motive bonus improves to a +20 instead of a +10.

This replaces a psychic's see thoughtscape class feature and 2nd psychic bonus feat.

#### PRINCE OF LIES (PSI):

At 9th level a twosayer can lace their voice with a subtle psychic influence. This discourages anyone from being able to discern lies being told by a twosayer. This grants them a +20 bonus on all Bluff checks. Activating this ability is a free action that requires the investiture of 1 PPI.

At 13th level a twosayer can use their prince of lies ability to help subtly influence other's perception of them in the social sense. They gain a +5 bonus to all SMB and SMD checks.

This replaces a psychic's 3rd bonus feat and 5th psychic power.

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## TU'LINE

**RESTRICTION:** Welshen (Magdaline)

Psychics among the Magdaline are often taught the secret art of telekinesis which they use to augment their martial arts. Through years of training they learn to extend their body's psychic field. They focus their mind inwards and perfect their inner self. They are seen as the spiritual leaders of the Magdaline and are often employed alongside qu'em and jaguars on the battlefield. They are seen as the perfect marriage between the inner and the outer, the passive and the active, the mental and the physical. Many will come to them seeking advice on difficult philosophical questions, to which a tu'line will almost always give an enigmatic answer.

### MASQUE TRAINING (EX):

A tu'line has masque training. She gains a bonus equal to half her tu'line level on Will saves vs mind affecting effects. This replaces the psychic's 1st psychic power.

### MARTIAL PSYCHIC (PSI):

A tu'line is a martially trained psychic. They replace their base attack progression with that described on the chart 5-2 The tu'line. In exchange a tu'line only gains 10 PPI and does not gain a kit ability at 7 or 13. You can use PPI to give a psychic charge to your unarmed strikes and natural attacks. They count as thought-transmissive weapons. In addition you can use PPI to give a psychic charge to your physical form as if it were thought-transmissive armor.

### TU'LINE MARTIAL ARTS [STYLE]:

While employ the tu'line style, a tu'line can make unarmed attacks at a range of 30 ft as ranged touch attacks, substituting her Strength score for her Intelligence score when calculating to hit. Her unarmed damage improves as she levels as indicated on the chart below. A tu'line gains this ability at 4th level. A tu'line can also use this ability to make ranged bulrush and trip attempts. This replaces the psychic's hack class feature. This replaces the psychic's 2nd psychic power.

### SPIRIT PULSE (PSI):

A tu'line of 10th level can make an explosive sphere of telekinetic energy pulse from herself. As a standard action she can focus her mind and draw telekinetic energy in around himself. At the start of her next turn she releases the explosive concussive telekinetic wave automatically as a free action that does not provoke. The explosion inflicts 1d6 points of damage of force damage for every even level of psychic the tu'line possesses to all creatures and unattended objects within 15 feet, and half that amount to targets past 15 feet but within 30 feet. Creatures within the radius can make a Reflex save for half (DC 10 +  $\frac{1}{2}$  tu'line level + Intelligence). Creatures hit by the effect have a bulrush attempt immediately made against them by the tu'line. Using this ability consumes 4 PPI when you charge it and for 3 round afterwards. This replaces the power a psychic gains at 10th level.

**TABLE 5-2: THE TU'LINE**

LEVEL	TU'LINE UNARMED DAMAGE	BASE ATTACK BONUS
1 <sup>st</sup>	1d6	+1
2 <sup>nd</sup>	1d6	+2
3 <sup>rd</sup>	1d6	+3
4 <sup>th</sup>	1d8	+4
5 <sup>th</sup>	1d8	+5
6 <sup>th</sup>	1d8	+6/+1
7 <sup>th</sup>	1d8	+7/+2
8 <sup>th</sup>	1d10	+8/+3
9 <sup>th</sup>	1d10	+9/+4
10 <sup>th</sup>	1d10	+10/+5
11 <sup>th</sup>	1d10	+11/+6/+1
12 <sup>th</sup>	2d6	+12/+7/+2
13 <sup>th</sup>	2d6	+13/+8/+3
14 <sup>th</sup>	2d6	+14/+9/+4
15 <sup>th</sup>	2d6	+15/+10/+5
16 <sup>th</sup>	2d8	+16/+11/+6/+1
17 <sup>th</sup>	2d8	+17/+12/+7/+2
18 <sup>th</sup>	2d8	+18/+13/+8/+3
19 <sup>th</sup>	2d8	+19/+14/+9/+4
20 <sup>th</sup>	2d10	+20/+15/+10/+5

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At 18th level this ability has its range improved by 30 feet if a tu'line expends 5 PPI. Creatures and unattended objects within 30 feet of the object take full damage and ½ within 30. This replaces the psychic power gain at 19th level.

#### MASTER OF MASQUE (EX):

A tu'line of 16th level improves her mastery of the art of masque to the level of near emotionlessness. A tu'line is immune to all mind effecting abilities. This replaces his 6th psychic power (16th level).

## QU'EM

The Welshen have developed a special martial art style called "Qu'em" ("Zero" or "before one" which is short for "Qu'em T'ka" or the "zero path" or the "early path") that stems from hundreds of generations of in-fighting. It relies on the study of combat body language, geometric angles, predictive algorithms, the most advantageous attack patterns for an enemy, elimination of wasted movement, psychic bone and muscle augmentation, and killing an opponent quickly and efficiently. It is seen as an art form, and when mastered correctly, a practitioner can go toe to toe with a sentinel in boneskin. A master of this style is called a "Qu'em".

#### ROLE:

Qu'em are amongst the universe's best trained melee characters. They are able to close quickly and eliminate a target. Be warned though; a qu'em can dodge several attacks per round, but once those are expended they tend to lack a great deal of AC.

#### CONFLICT: DUALITY OF PURPOSE

The purpose of a qu'em is filled with dualities. You fight to preserve the life of your people but human life begins to lose value the more you kill. You preach poise and grace but practice murder and death. You see your trade as an art but employ it for war. You fight to defend but, to do so, you must attack your enemies. You practice ancient traditions but use them to shape the future.

You fight for peace but find only a never ending trail of war. They say that war is a river flowing over a mirror. There is the way the water is and its reflection. How do you know which you are looking at?

#### STARTING WEALTH:

1d6 × 10 R (average 35 R.) A qu'em begins play with a masterwork bone knife (natural). In addition, each character begins play with an outfit worth 10 R or less.

#### RACE:

A qu'em can only be a Welshen. While others have tried to master it, the culture shuns outsiders and guards the secret to the art jealously.

ALIGNMENT: Any

HIT DICE: **d10**

PPI: **5**

#### CLASS SKILLS

The qu'em'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

#### CLASS FEATURES

All of the following are class features of the qu'em.

#### WEAPON AND ARMOR PROFICIENCY:

Qu'em are proficient with simple weapons and bone knives. Qu'em are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a qu'em loses his AC bonus, as well as his fast movement.

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### BOUND BY HONOR (SOC):

A qu'em is bound to act in an honorable way. He must conduct himself with poise, grace, and efficiency in all things while serving the Welshen Empire and their clan. A qu'em must never stray from his lawful alignment. A dishonored qu'em can no longer take levels in the qu'em class. Becoming dishonored is strictly a function of roleplaying, and consensus must be reached by both the GM and the player regarding what causes the qu'em to become dishonored. A dishonored qu'em retains all his class features up to the point he was dishonored. Though rare, a qu'em can regain his honor though extreme circumstances.

### AC BONUS (EX):

When unarmored and unencumbered, a qu'em adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a qu'em gains a +1 insight bonus to AC and CMD at 4th level. This bonus increases by 1 for every 4 qu'em levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the qu'em is flat-footed. He loses these bonuses when he is immobilized or helpless, not in the qu'em style, when he wears any armor, or when he carries a medium or heavy load.

TABLE 6-1: THE QU'EM

LEVEL	BASE ATTACK BONUS	SOCIAL BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	BONUS PPI	AC BONUS	FAST MOVEMENT
1 <sup>st</sup>	+0	+0	+0	+2	+0	Qu'em, School: pure qu'em	+2	+0	+0 ft.
2 <sup>nd</sup>	+1	+1	+0	+3	+0	Early path 1/round	+2	+0	+0 ft.
3 <sup>rd</sup>	+2	+2	+1	+3	+1	Uncanny dodge	+2	+0	+10 ft.
4 <sup>th</sup>	+3	+3	+1	+4	+1	Bonus feat	+2	+1	+10 ft.
5 <sup>th</sup>	+3	+3	+1	+4	+1	Honorable knife	+3	+1	+10 ft.
6 <sup>th</sup>	+4	+4	+2	+5	+2	Early path 2/round	+3	+1	+20 ft.
7 <sup>th</sup>	+5	+5	+2	+5	+2	Evasion	+3	+1	+20 ft.
8 <sup>th</sup>	+6/+	+6	+2	+6	+2	Bonus path	+3	+2	+20 ft.
9 <sup>th</sup>	+6/+	+6	+3	+6	+3	Honed skill	+3	+2	+30 ft.
10 <sup>th</sup>	+7/+2	+7	+3	+7	+3	Early path 3/round	+4	+2	+30 ft.
11 <sup>th</sup>	+8/+3	+8	+3	+7	+3	Improved uncanny dodge	+4	+2	+30 ft.
12 <sup>th</sup>	+9/+4	+9	+4	+8	+4	Bonus feat	+4	+3	+40 ft.
13 <sup>th</sup>	+9/+4	+9	+4	+8	+4	Blade dancer	+4	+3	+40 ft.
14 <sup>th</sup>	+10/+5	+10	+4	+9	+4	Early path 4/round	+4	+3	+40 ft.
15 <sup>th</sup>	+11/+6/+1	+11	+5	+9	+5	Improved evasion	+5	+3	+50 ft.
16 <sup>th</sup>	+12/+7/+2	+12	+5	+10	+5	Bonus feat	+5	+4	+50 ft.
17 <sup>th</sup>	+12/+7/+2	+12	+5	+10	+5	Master of the knife	+5	+4	+50 ft.
18 <sup>th</sup>	+13/+8/+3	+13	+6	+11	+6	Early path 5/round	+5	+4	+60 ft.
19 <sup>th</sup>	+14/+9/+4	+14	+6	+11	+6	Center self	+5	+4	+60 ft.
20 <sup>th</sup>	+15/+10/+5	+15	+6	+12	+6	Bonus feat, Style Zero	+6	+5	+60 ft.

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## QU'EM (EX):

The qu'em t'ka or "early path" is the predictive martial art that the Welshen developed over the generations. It is described as the "perfect martial art" and the only flaws in it come from human error. The movements are exact and have no wasted energy. Part predictive algorithms, part muscle memory, and part psychic enhancement- Qu'em is the most feared killing art amongst the stars.

A practitioner of qu'em style gains the following benefits:

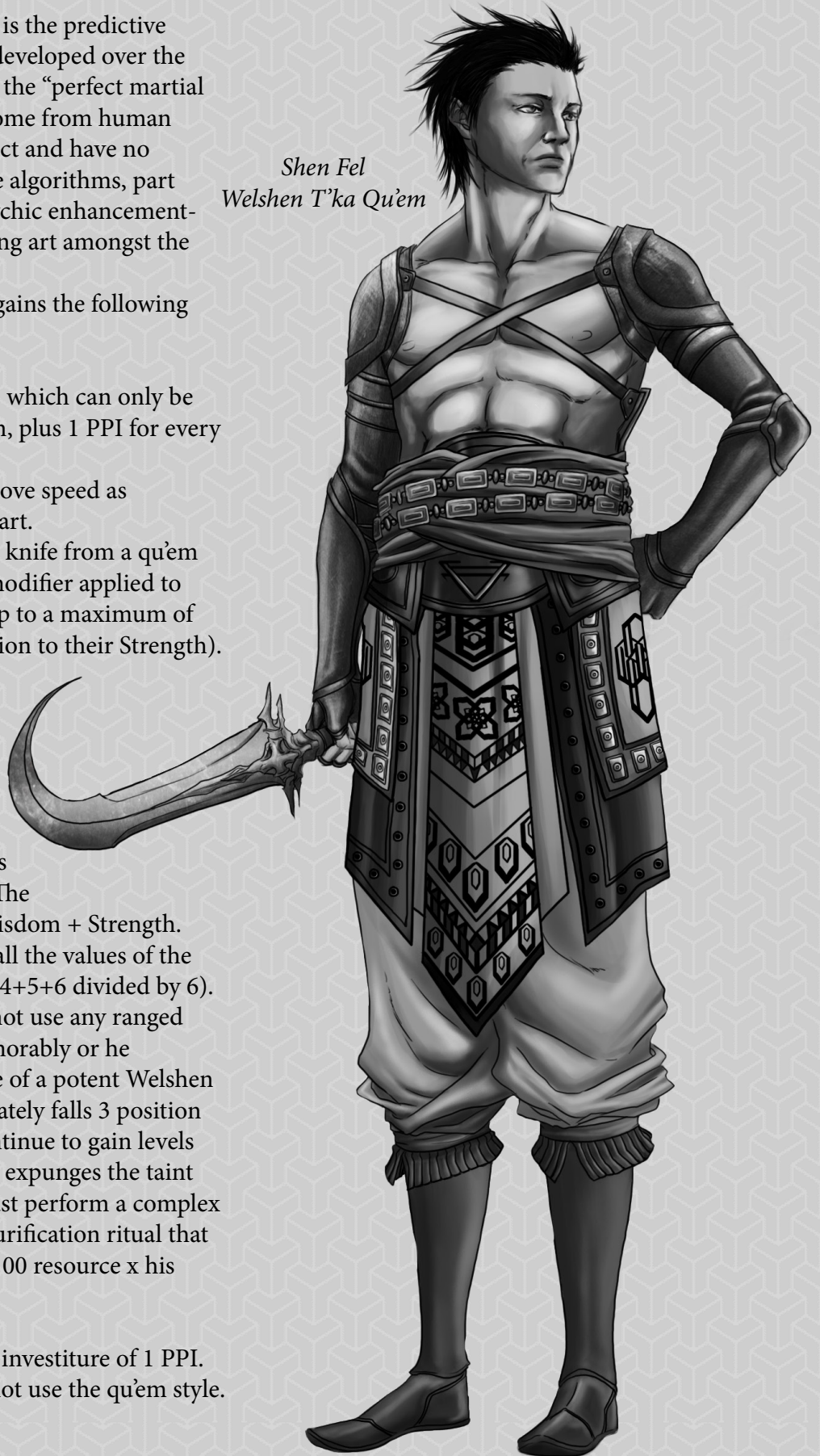
- He may act in phase 2.
- He gains 2 temporary PPI which can only be invested in a bone weapon, plus 1 PPI for every 5 levels.
- He gains a bonus to his move speed as indicated on the qu'em chart.
- Melee attacks with a bone knife from a qu'em also have their Wisdom modifier applied to attack and damage rolls up to a maximum of their qu'em level (in addition to their Strength).
- A qu'em always takes the average\* of his damage rolls (rounding down) when he uses this style.

**Example:** A dagger does 1d6 damage. The average of a d6 is 3.5 but we round down to 3. The dagger will do 3 damage + Wisdom + Strength. The average is the average of all the values of the sides (A d6 would be 1+2+3+4+5+6 divided by 6).

- A qu'em practitioner cannot use any ranged weapons or behave dishonorably or he succumbs to the influence of a potent Welshen social stigma. He immediately falls 3 position categories and cannot continue to gain levels in the qu'em class until he expunges the taint on his honor. A qu'em must perform a complex and physically grueling purification ritual that takes 24 hours and costs 100 resource x his qu'em level in materials.

Employing qu'em requires an investiture of 1 PPI. A character without PPI cannot use the qu'em style.

*Shen Fel  
Welshen T'ka Qu'em*



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### SCHOOL: PURE QU'EM (EX):

A qu'em gains weapon focus (bone knife) as a bonus feat.

### SIDEBAR>> SCHOOLS OF QU'EM

Many schools of qu'em exist. Like the samurai of days long past, each school boasts to be the best. The default qu'em are assumed to be members of the traditionalist "Welshen School" (AKA: Pure Qu'em). They are masters of the empty path. They believe they have the "true" path and all other branches of qu'em are derived from it. They do not update their form but seek to find older and older texts to learn how the perfect art started and understand it at its core. They focus as much on the philosophy of efficacy and honor that qu'em exemplifies as the actual martial arts. Many other schools exist and a few of the more prevalent ones are presented below as archetypes.

### EARLY PATH (EX):

At 2nd level while in combat a qu'em may attempt to dodge an incoming attack. He rolls an acrobatics check and uses the result as his AC against that attack. At 6th level and every four levels thereafter, a qu'em gains another use of this ability per round. A qu'em cannot use early path against attacks that he is unaware of or when denied his dexterity bonus to AC" to Early Path

### UNCANNY DODGE (EX):

Starting at 3rd level, a qu'em can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A qu'em with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat Changes above) against him.

### BONUS FEAT:

At 4th level and at every 4 levels thereafter, a qu'em gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as Combat Feats.

### HONORABLE KNIFE (EX):

At 5th level, a qu'em improves the critical multiplier on bone knives he uses by 1 (x2 to x3). In addition the qu'em gains Weapon Specialization (bone knife) as a bonus feat.

### EVASION (EX):

At 7th level or higher, a qu'em can avoid damage from many area-effect attacks. If a qu'em makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a qu'em is wearing light armor or no armor. A helpless qu'em does not gain the benefit of evasion.

### HONED SKILL (EX):

At 9th a qu'em expands the threat range on bone knives he uses by 1 (19-20 to 18-20). In addition the qu'em gains Greater Weapon Focus (bone knife) as a bonus feat.

### IMPROVED UNCANNY DODGE (EX):

A qu'em of 11th level or higher can no longer be flanked.

### BLADE DANCER (EX):

At 13th a qu'em can roll twice and take the better result on the first early path attempt he makes.

### IMPROVED EVASION (EX):

At 15th level, a qu'em's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless qu'em does not gain the benefit of improved evasion.

### MASTER OF THE KNIFE (EX):

At 17th a qu'em gains an additional amount of bonus PPI that he can apply to his weapon equal to half his Wisdom modifier. In addition he always takes the maximum result on a damage die when using qu'em rather than the average.

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## CENTER SELF (EX):

At 19th level a qu'em can re-roll a saving throw he failed once per day. If the re-roll did not cause him to succeed, he retains this ability until he makes a successful saving throw with it.

## STYLE ZERO (SU):

A qu'em of 20th level can act in phase 3. This represents the qu'em discovering the origins of the style and mastering this sacred knowledge.

## SIDEBAR>> MONK VS QU'EM

The qu'em is the spiritual successor to the monk. Both are masters of an exotic form of combat and both are able to perform supernatural feats due to their mastery over their body. A qu'em counts as an alternate class for monk despite their mechanical differences. A qu'em may count his qu'em level as his monk level for the purposes of qualifying for feats and vice versa.

## QU'EM AND NECROTECH

Qu'em find using necrotech distasteful and are particularly opposed to using any sort of defensive equipment. They view their body as a sacred temple and are remiss to do even simple grafts. It is considered sacrilegious to desecrate one's pure form with "inefficient" technology.

The most problematic pieces of equipment for qu'em are second skins, boneskin, and golem armor. So in tune with their own physical form and so precise is their application of psychic augmentation that they find it disruptive to their martial art. Even though they move in a similar fashion to a skilled boneskin user, they fail to achieve any sort of synchronicity with the armor.

They see their physical form as a handcrafted paintbrush where all the subtle imperfections are as important as the qualities others find desirable. When given a mechanical pencil they fail to achieve the same holistic precision. A qu'em who employs any sort of graft falls two position categories. A qu'em who relies on any sort of necrotech falls one position category in disgrace. A qu'em who uses excessive necrotech (such as boneskin) may eventually fall out of favor with his peers and become unable to progress in the qu'em class.

# QU'EM ARCHETYPES

## MAGDALEENO QU'EM

AKA: New Qu'em

RESTRICTION: Magdaleeno Clan Welshen

The Magdaleeno style of qu'em focus more on expanding what qu'em is. They use flashier moves and incorporate elements from other styles, allowing the art to evolve and people to explore new concepts rather than harkening back to the old ways.

## STYLE EXPLORATION (EX):

At 1st level, a Magdaleeno qu'em can incorporate elements of a 2nd style into a new take on qu'em. While using the qu'em style, the Magdaleeno qu'em can have a 2nd style feat stance active at the same time. In addition, any style that requires the use of an unarmed strike may also be used with a bone knife. This replaces the qu'em's pure qu'em school. At 8th level, a Magdaleeno qu'em can incorporate a third style (qu'em, his 2nd style, and a new one). He can have the stances of all three styles active at the same time. This replaces a qu'em's honed skill.

At 17th level, a Magdaleeno qu'em can incorporate a four style. He can have the stances of all four styles active at the same time. This replaces a qu'em's master of the knife.

However, diverging from the original teachings has its price. A Magdaleeno qu'em does not gain the early path class feature due to their lack of focus on and adherence to the pure art of qu'em.

## BONUS STYLE FEATS:

The Magdaleeno qu'em gains a bonus style feat at 2nd, 5th, 6th, 10th, 13th, 14th, and 18th levels. This replaces a qu'em's honorable knife, blade dancer, and the qu'em's normal selection of combat feats.

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## MAGDALINE QU'EM

AKA: Reaper's Qu'em

RESTRICTION: Magdaline Clan Welshen

Skilled warriors who use brutal tactics. They have morphed the art of Qu'em to accompany their more feral combat styles. They employ "reapers", strait scythes crafted from bone and often use their length for sweeping strikes. While Magdaleeno and Welshen qu'em are more useful in one on one situations, Madgaline Qu'em was designed and perfected on the battlefield. No subtlety, no quarter, no survivors.

### REAPER STYLE (EX):

At 1st level Magdaline qu'em becomes proficient in bone scythes. A Magdaline qu'em can utilize a bone scythe in place of a bone knife for the purpose of any of his qu'em class features.

In addition a Magdaline qu'em is more skilled at taking down multiple targets than other qu'em. He gains a +2 bonus to attacking an enemy if there are other enemies adjacent to his target. This replaces the qu'em's pure qu'em school.

### DISRUPTIVE QU'EM (EX):

At 5th level when a Magdaline qu'em strikes an enemy who has allied creatures adjacent to him, those adjacent allies get a -2 to their AC until the start of their next turn. This replaces a qu'em's honorable knife.

### REAPING STRIKE (EX):

At 9th level, a qu'em gains the ability to execute a single perfect spinning strike with his weapon that targets enemies around him in a technique that is designed to disperse crowds. They gain whirlwind attack as a bonus feat even if they do not meet the prerequisites. A Magdaline qu'em can only use this when wielding his bone knife (or scythe). Creatures struck by a reaping strike do not incur the penalty from the disruptive qu'em or squad buster class features of the Magdaline qu'em. This replaces a qu'em's honed skill.

### SQUAD BUSTER (EX):

At 13th level when a Magdaline qu'em strikes an enemy who has allied creatures adjacent to him, the creature hit and his adjacent allies must make a Reflex save (DC = 10 + ½ qu'em level + Wisdom) or be knocked prone. This replaces a qu'em's blade dancer.

### ANGEL OF DEATH (EX):

At 17th, upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), a Magdaline qu'em severs the opponent's head (if it has one) from its body if they fail a Reflex save (DC = 10 + ½ qu'em level + Wisdom). Most creatures die when their heads are cut off though constructs, ghouls, and some aliens are able to function without one. This replaces a qu'em's master of the knife.

## MAGDAVUUL QU'EM

AKA: Reactive Qu'em

RESTRICTION: Magdavuul Clan Welshen

Only through keen observation and a solid defense can a person hope to gain victory. First place yourself beyond defeat, then allow your enemy to falter. The Magdavuul branch of qu'em emphasizes conservation of one's internal energy while maximizing your opponent's expenditure. No movement unless movement is needed and will result in either a kill or avoidance of injury. This style has been wildly successful in Qu'em duels but suffers somewhat against ranged opponents. Magdavuul generally use tonfa when fighting in this style.

### CUNNING QU'EM (EX):

A Magdavuul qu'em takes only a -2 penalty on attack rolls for fighting defensively. While fighting defensively or using the total defense action, a Magdavuul qu'em gains an additional +1 dodge bonus to his Armor Class. In addition a Magdavuul qu'em becomes proficient in the mantis hooks. A Magdavuul qu'em gains no benefit from the fast movement as they prefer to stay still. This replaces the qu'em's pure qu'em school.

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#### REATTRIBUTING STRIKE (EX):

At 5th level Magdavuul qu'em can strike back as part of an early path dodge. When fighting defensively (not when using the total defense action) and avoiding a melee attack with his early path class feature, a Magdavuul qu'em can make an attack of opportunity against that opponent after the Magdavuul qu'em avoids it. This replaces a qu'em's honorable knife.

#### DANCE OF THE DUEL (EX):

At 9th level a Magdavuul qu'em can make an opposed initiative check against an enemy who is attacking him with a melee attack. If the Magdavuul qu'em is successful, he may make a 5-foot step as an immediate reaction. If the movement would put the Magdavuul school qu'em out of the range of the attacker, the attacker can target a new creature with his attack action. If the attacker cannot target another creature, the attack is wasted. Using this consumes a use of early path for this round. This replaces a qu'em's honed skill.

#### WAY OF WAITING (EX):

At 13th level a Magdavuul qu'em gains an additional use of early path per round if he does not move. In addition they take no penalty for fighting defensively. This replaces a qu'em's blade dancer.

#### QU'EM DUELIST (EX):

Attacking a 17th level Magdavuul qu'em that has not moved on the turn prior provokes an attack of opportunity so long as they have at least 1 use of early path left that round. The Magdavuul qu'em's attack goes off first. This consumes one use of early path per use. This replaces a qu'em's master of the knife.

### DRUNKEN MAGPIE SCHOOL OF QU'EM

AKA: Drunken Qu'em

**RESTRICTION:** Welshen

*"What happens if a qu'em swallows a d'jek, daddy?"  
"It isn't pretty."*

#### STRANGE BEDFELLOWS (SU):

At 1st level a drunken magpie qu'em has swallowed a d'jek fish. He gains the d'jek class feature of the magpie. A drunken magpie qu'em counts his qu'em level (min 1) as his magpie level for the purposes of gaining T'jek points. A drunken magpie can only use his T'jek points on himself. If a drunken magpie uses his T'jek to grant himself an insight bonus to AC, it removes his qu'em AC bonus until it is no longer active.

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

#### SIDEBAR>> OVERLAPPING PHASE BONUSES

A drunken magpie does not act in the third phase due to his overlapping bonuses of being able to act as if they were equipped with boneskin.

#### VAGABOND VANGUARD (SU):

A drunken magpie qu'em of 5th adds his Wisdom bonus on Acrobatics checks. In addition he takes no penalty on melee attack rolls or to AC while prone. Further, he can crawl and stand up from lying prone without provoking attacks of opportunity, and he can stand up as a swift action if he succeed at a DC 20 Acrobatics check. This replaces a qu'em's honorable knife.

#### THE DRUNKEN PATH (SU):

A drunken magpie qu'em of 9th level can pay 2 T'jek points to use his early path class feature an additional time in a round. This replaces a qu'em's honed skill.



### STUMBLING STEP (EX):

If a drunken magpie qu'em of 13th level pays 2 T'jek points after delivering a successful attack with a bone knife he can spend a free action to enter a square adjacent to him that is within his target's space. This movement does not provoke attacks of opportunity. While he is in his opponent's space, he gains a +4 dodge bonus to AC and a +4 bonus on melee attack rolls against that opponent. If otherwise unhindered, the opponent can move away from the drunken magpie qu'em. If he does, he provokes an attack of opportunity from the qu'em even if his choice of movement does not normally do so. This replaces a qu'em's blade dancer.

### LUCKY STRIKES (EX):

A drunken magpie qu'em of 17th level can pay 2 points to automatically confirm a critical hit on an opponent with a bone knife. This replaces a qu'em's master of the knife.

## SENTINEL

Not unlike great empires of the past, the Core Worlds are a place of progress, science, art, and joy. Guarding this peace and hard won decadence are the Sentinels. Drafted from the best and brightest, Sentinels are the Roman legionaries of their day. None can stand against them in a straight up fight. Their tactics are rehearsed, their plans brilliant, their technology years ahead of everyone else. While officially the military peacekeeping force of the planet Earth, they are dispatched as far as Welshen space to deal with threats to Earth and her people. However, Earth is almost uninhabited except by squatters.

Only the best of the best are accepted into the Sentinel training academies. That doesn't just mean physically and mentally. Sentinels are often involved in delicate political maneuvering, so the preferred candidates also have a background that includes some privilege. A sentinel must also have a PPI of at least 5 to be accepted into the program. The academy is a living nightmare, but it produces some of the finest officers in the universe. Even the dropouts are quickly snatched up by other military



*Sent. Capt. Mira  
Broadly*

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organizations. A student must pass 10 years in the academy after joining around their 10th birthday. Only excellence is accepted, and they are groomed for greatness from day one. Graduates of their class are destined to be the Alexanders and Caesars of their day. They are trained in the ways of military strategy, art, philosophy, linguistics, psychology, martial arts, the sciences, the basics of necrotech, medicine, marksmanship, space combat, body language, and everything in between. The belief is that great leaders need great minds and they cultivate every aspect of high culture in would-be sentinels. Unlike most draconian military training programs, individuality is not only encouraged but rewarded. Recruits are given time to indulge their personal pursuits in addition to their military training. However, discipline is second to none and everything is handled with military efficiency.

Once graduated, a sentinel is sent to a training camp for additional training in a specialized discipline. Some become great ship captains. Others become clandestine operatives dealing with matters of the utmost importance or are given prominent political positions. Others still are deployed as tactical commanders on the front lines.

#### WEAPONS OF WAR

A Sentinel is one of the best equipped military units in the universe. They are backed by the Necromancers' Guild and often have technology several years ahead of the other military forces. The Necromancers' Guild outfits every Sentinel recruit with their own boneskin and boneknife. Near graduation, Sentinels receive a special high-quality kind of boneskin known as Sentinel armor. Sentinel armor has additional protective elements built into its boneskin, is lightweight, and is crafted entirely of the highest quality natural human cartilage.

#### ROLE:

Sentinels are generalist fighters without equal. They employ brilliant tactics and are excellent ranged and melee characters who are able to bring out the most in their gear.

#### CONFLICT:

Sentinels see themselves as bringing culture to those who lack it. While their advancements are great and numerous, who can put a value on traditions and history? They often come into conflict with others when their predisposition to help "advance" a culture clashes with social norms. Sentinels perceive their culture as the highest point to date in human culture, and while not particularly arrogant about it, the subtle undertones of superiority often come through. However, at their heart, the Sentinels as an organization work for the betterment of humanity as a whole.

#### STARTING WEALTH:

A sentinel starts out with a suit of sentinel pattern bone skin, a standard issue DK-1 magrail rifle, 100 slag rounds, a bone knife (synthetic), and a DK-7 slag pistol. 1d6 × 10 R (average 35 R.) In addition, each sentinel character begins play with a sentinel uniform worth 20 resource.

#### RACE:

A sentinel may be any non-Welshen race. The most common applicants are Coreworlders and firstborns.

ALIGNMENT: Any non-chaotic, non-evil

HIT DICE: **d10**

PPI: **5**

#### CLASS SKILLS

*The sentinel's class skills are Climb, Disable Device, Drive, Fly, Heal, Knowledge (all), Linguistics, Perception, Stealth, Survival, Swim, and UTD.*

SKILL POINTS PER LEVEL: 4 + Intelligence

#### CLASS FEATURES

All of the following are class features of the sentinel.



## WEAPON AND ARMOR PROFICIENCY:

A sentinel is proficient with all simple and martial weapons and with all armor (heavy, light, and medium). A sentinel, regardless of their actual Tech Level, can use all equipment provided in their starting wealth section.

## BOUND BY DUTY (SOC):

The sentinels are enlightened peacekeepers who want to preserve life whenever possible. They see themselves as the defenders of culture and civilization. A sentinel should try not to stray to an evil or chaotic alignment. Chaotic sentinels often become renegades who sow insurrection amongst their peers while evil sentinels end up being corrupt and damage the morale of the corps. A sentinel does not immediately lose access to this class if she is not of the proper alignment. However the Sentinels, as an organization, are lawful good. A corrupted sentinel may end up being dismissed rather quickly (and with extreme prejudice) if it is discovered that she is committing evil or unlawful acts.

## TACTICIAN (EX):

At 1st level, a sentinel receives a teamwork feat as a bonus feat. She must meet the prerequisites for this feat. In addition, she may make a tactical guidance maneuvers using  $\frac{1}{2}$  her sentinel level (min 1) in place of her Intelligence modifier if it is higher. She may make tactical guidance maneuvers as a standard action and they do not provoke attacks of opportunity.

### SIDEBAR>> FIGHTER VS. SENTINEL

The sentinel is an alternate class for the fighter. Sentinels are this setting's approximations of fighters, though they have a very different play style due to their faction relation (mostly ranged weapons and they rely on teamwork feats a great deal). Characters who wish to play a normal fighter are encouraged to using the modifications presented in the section on playing Pathfinder characters in Necropunk. A sentinel may count her sentinel level as her effective fighter level and vice versa for the purposes of qualifying for feats.

**TABLE 7-1: THE SENTINEL**

LEVEL	BASE ATTACK BONUS	SOCIAL BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 <sup>st</sup>	+1	+0	+2	+0	+0	Tactician, requisition
2 <sup>nd</sup>	+2	+1	+3	+0	+0	Bravery, bonus feat
3 <sup>rd</sup>	+3	+2	+3	+1	+1	Tactical conditioning
4 <sup>th</sup>	+4	+3	+4	+1	+1	Bonus feat
5 <sup>th</sup>	+5	+3	+4	+1	+1	Weapon training
6 <sup>th</sup>	+6/+1	+4	+5	+2	+2	Bonus feat
7 <sup>th</sup>	+7/+2	+5	+5	+2	+2	Tech proficiency +1
8 <sup>th</sup>	+8/+3	+6	+6	+2	+2	Bonus feat
9 <sup>th</sup>	+9/+4	+6	+6	+3	+3	Weapon training
10 <sup>th</sup>	+10/+5	+7	+7	+3	+3	Bonus feat
11 <sup>th</sup>	+11/+6/+1	+8	+7	+3	+3	Tech proficiency +2
12 <sup>th</sup>	+12/+7/+2	+9	+8	+4	+4	Bonus feat
13 <sup>th</sup>	+13/+8/+3	+9	+8	+4	+4	Weapon training
14 <sup>th</sup>	+14/+9/+4	+10	+9	+4	+4	Bonus feat
15 <sup>th</sup>	+15/+10/+5	+11	+9	+5	+5	Tech proficiency +3
16 <sup>th</sup>	+16/+11/+6/+1	+12	+10	+5	+5	Bonus feat
17 <sup>th</sup>	+17/+12/+7/+2	+12	+10	+5	+5	Weapon training
18 <sup>th</sup>	+18/+13/+8/+3	+13	+11	+6	+6	Bonus feat
19 <sup>th</sup>	+19/+14/+9/+4	+14	+11	+6	+6	Tech proficiency +4
20 <sup>th</sup>	+20/+15/+10/+5	+15	+12	+6	+6	Weapon mastery, bonus feat



## REQUISITION:

The sentinels are a prolific military organization with a massive stockpile of war material. As a result, they equip their soldiers with the best equipment their status deserves. A sentinel can requisition specially designed sentinel equipment with requisition points. A sentinel has a number of requisition points equal to her sentinel level. Once per week, she can exchange any equipment at a sentinel base. Availability can limit choices and sometimes equipment (like golems) will need to be special ordered and may take weeks to months to arrive depending on the location of the world the sentinel is on. Equipment that is expended can only be purchased once per week and is also subject to availability.

### SIDEBAR>> SELLING MILITARY GEAR IS TREASON

It's like a marine selling her rifle, a samurai selling her sword, a knight selling her armor, or a noble selling her title. It's not something they do. It will result in a great deal of shame, possible demotion or expulsion, and if it's expensive (or you sell it to the wrong person) you might even be branded a traitor to the Ewgee. Needless to say, a Sentinel caught selling gear cannot progress in the Sentinel class.

### BONUS FEATS:

At 2nd level, and at every even level thereafter, a sentinel gains a bonus feat in addition to those gained from normal advancement (meaning that the sentinel gains a feat at every level). These bonus feats must be selected from those listed as combat or teamwork feats.

Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a sentinel can choose to learn a new bonus feat in place of a bonus feat she has already learned. In effect, the sentinel loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A sentinel can only change one feat at any given level and must choose whether or not to swap the feat at the time she gains a new bonus feat for the level.

TABLE 7-2: REQUISITIONS

EQUIPMENT	REQUISITION COST	SENTINEL LEVEL REQUIRED
Bone Knife (Synthetic)	1	1
DK-1 Magrail Rifle	1	1
DK-7 Magrail Pistol	1	1
Dart Gun	2	1
DK-8 Magrail Cannon	3	5
DK-14 Chaos Rifle	5	7
Bone Knife (Natural)	3	5
DK-12 Longrail	4	7
DK-22 SSD Magrail	8	12
50 slag rounds	1	1
50 darts	2	1
50 soul strike rounds	3	7
50 chaos rounds	5	3
10 purge load rounds	5	10
1 Fragmentation Grenade	2	5
1 Smoke Bomb	2	5
1 Flashbang	4	5
Sentinel Pattern Boneskin	1	1
Bullet Weave	1	1
Second Skin	1	1
Mitigation Armor	5	5
Combat Armor	2	5
Paramilitary Armor	3	5
Environmental Gear	3	7
Assault Armor	2	3
Tactical Armor	4	3
Wargear	6	10
Golem Armor	15	15

### BRAVERY (EX):

Starting at 2nd level, a sentinel gains a +1 bonus on Will saves and SMD against fear effects. This bonus increases by +1 at every four levels beyond 2nd.



## TACTICAL CONDITIONING (EX):

At 3rd level, a sentinel is treated as if they possessed any teamwork feats their allies possess for the purpose of determining whether the ally receives a bonus from her teamwork feats. The sentinel does not receive any bonuses from these feats unless they actually possess the feats themselves. The sentinel's positioning and actions must still meet the prerequisites listed in the teamwork feat for the ally to receive the listed bonus.

## WEAPON TRAINING (EX):

Starting at 2nd level, a sentinel can select one group of weapons, as noted below. Whenever she attacks with a weapon from this group, she gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (6th and 10th), a sentinel becomes further trained in another group of weapons. She gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a sentinel reaches 6th level, she receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A sentinel also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the sentinel's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Weapon groups are defined as follows (GMs may add other weapons to these groups, or add entirely new groups):

- **BLADES, HEAVY:** Spine sword, ribbon sword, sabersaw
- **BLADES, LIGHT:** Bone knife, shoulder blade, fulka blade, killsaber
- **CLOSE:** Skull gauntlets, bone claws, bone scalpel, beetle bracer
- **WELSHEN:** Windstick, Welshen war knife, mantis hooks, rising dragon, reaper
- **NATURAL:** Unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing.
- **MASS WEAPONS:** Flex hammer, reaper, spiral lance, stalkingline
- **THROWN/RANGED:** rising dragon, pinja darts, dancer's star, stalkingline, king's ring
- **MEDICAL:** Battle syringe, bone scalpel, sin'ja
- **SIDEARMS:** DK-7 magrail pistol, dart gun, antique derringer, pistol
- **LESS-LETHALS:** Dart gun, subjugation ray, sonic suppressant rifle
- **RIFLES:** DK-1 magrail rifle, DK-3 magrail carbine, assault rifle, carbine rifle, DK-22 SSD magrail rifle
- **SCATTERGUNS:** Handflurry, flurrygun, shotgun, DK-4 magrail suppressor
- **MACHINE GUNS:** Machine pistol, submachine gun, heavy machine gun
- **HAND CANNONS:** Handcannon, tombstone special, handflurry, dirty harry
- **SNIPER RIFLES:** DK-12 Longrail, antipersonnel rifle, anti-materiel rifle
- **DIRECTED ENERGY WEAPONS:** Subjugation ray, tesla thrower, sonic suppressant rifle
- **HEAVY WEAPONS:** Heavy machine gun, lug gun, DK-8 magrail cannon

## TECH PROFICIENCY (EX):

Starting at 7th level, a sentinel gains a +1 to the Tech Level of the equipment she can use (not craft). She gains another +1 at 11th, 15th, and 19th level to a maximum of +4.

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## WEAPON MASTERY (EX):

At 20th level, a sentinel chooses one weapon, such as the magrail rifle, bone knife, or unarmed strikes. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 ( $\times 2$  becomes  $\times 3$ , for example). In addition, she cannot be disarmed while wielding a weapon of this type.

### SIDEBAR>> QU'EM AND SENTINEL DON'T MIX

Often times a party will want to pair a qu'em and a sentinel in the same group (or any Welshen/Ewgee combo). The two factions are natural enemies and it takes strange circumstances to ally them. Most of the time a party should consider what their goals are. If they ally with the Ewgee, they might want to ban the use of Welshen characters because it might only serve to give those backwards space barbarians intel. Alternatively if the party is made up of Welshen sympathizers they may consider not employing members of the Ewgee (particularly the Sentinels).

When the two are forced to play nice, here are some options:

- Have the sentinel class represent a different military organization with comparable military training and resources.
- Have the sentinel play the mercenary archetype or as a normal fighter.
- Create a situation where their interests are allied, if only in the temporary or "enemy of my enemy" sense.

## ARCHETYPES

### LIAISON

RESTRICTIONS: Non-Welshen

While some Sentinels have itchy trigger fingers, Sentinel Liaisons know that some things require a gentle touch. Part socialite, part magistrate and all Sentinel. Off the battlefield they still fight wars in the Humanity Symposium and are tactical officers. without equal. Many serve as advisors and leaders to non-Sentinel and Sentinel units alike, bringing some invaluable logistical support to the battlefield.

### POLITICAL MANEUVERING:

Starting at 2nd level, a liaison can select one social maneuver. Whenever she makes a social maneuver with that social maneuver, she gains a +1 bonus on SMB checks made to use it. In addition she gains a +1 bonus to her SMD against that type of maneuver.

Every four levels thereafter (6th and 10th), a liaison becomes further trained in another maneuver. She gains a +1 bonus on SMB checks when using it and a +1 to her SMD against it. In addition, the bonuses granted by previous maneuver increase by +1. For example, when a sentinel reaches 6th level, she receives a +1 bonus on SMB and SMD with one maneuver and a +2 bonus on SMB and SMD with one maneuver with the social maneuver selected at 5th level. This replaces a sentinel's weapon training.

### LIAISON BONUS FEATS:

When a liaison gains a bonus feat it may be a social or teamwork feat.

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## C.O.R.E OFFICER

**RESTRICTIONS:** Non-Welshen

A small faction within the Sentinels is maintained for dealing exclusively with threats of the highest caliber to the Ewgee. Trained by the necromancers, they deal primarily with Progenitor Lyric based technology. They are a clandestine military department that deploys officers to all spaceships. Rumors of collaboration and even cross-training with the Welshen clan Magdaleeno abound. Their goal is generally to recover, study, or destroy any Progenitor Lyrics they come across depending on their mission. They are also tasked with observing data and deconstructing it from an engineering perspective due to their training.

### ENGINEERING (EX):

When using Craft to create an item, a C.O.R.E Officer gains a competence bonus equal to her class level on the Craft checks. In addition, a C.O.R.E Officer can use Craft checks to identify items she can create. She must hold the item for 1 round to make such a check. This replaces a sentinel's tactician class feature.

### C.O.R.E OFFICER BONUS FEATS:

When a C.O.R.E Officer gains a bonus feat it may be a craft or combat feat.

### PROGENITOR SLEUTH:

A C.O.R.E Officer gains a +20 bonus to deciphering Progenitor Lyrics. In addition a C.O.R.E Officer recognizes Progenitor Lyrics when she sees them. This replaces the bonus feat gained at 9th level.

#### SIDEBAR>> PROGENITOR LYRICS

Progenitor Lyrics are hyper advanced schematics left behind by the progenitors of humanity that describe fantastic and unbelievably complex technologies that our culture is not sufficiently advanced enough to understand. See the section on Progenitor Lyrics for more on this.

## DEEP

**RESTRICTIONS:** Non-lawful, non-good, Non-Welshen

**Starting Wealth:** A deep may exchange her DK-1 magrail rifle and slag rounds for a DK-12 Longrail and 20 Soul Strikes.

### DEEP BONUS FEATS

When a deep selects her bonus feats they must be from this list: weapon focus, weapon specialization, greater weapon focus, greater weapon specialization, improvised weapon mastery, catch off-guard, improved unarmed strike, throw anything, stealthy, mounted archery, mounted combat, fleet, mobility, parting shot, point blank shot, point blank master, precise shot, prone shooter, quick draw, combat patrol, and dodge

### SURVIVALIST (EX):

At 1st level a deep adds 1/2 her level to all Survival checks as a misc. bonus. In addition a deep can fashion the following things by making a Survival check (DC 15):

- JK-1 Magrail rifle  
From: Any magrail weapon or any broken magrail weapon.  
Time: 2 hours
- Slag Rounds  
From: Any metal. The material must be worth twice the amount of the slag.  
Time: 6 hours per 50 rounds
- Fragmentation Grenade (non-military grade)  
From: Any ammo worth the value of a grenade  
Time: 2 hours
- Knife or Sap  
From: Scraps of worthless material.  
Time: 1 hour

This replaces the sentinel's first bonus feat.

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### GUN TRAINING (EX):

Starting at 5th level, a deep can select one specific type of firearm (such as a longrail, pistol, assault rifle, or lug gun). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of firearm up to a maximum of 1/2 her deep level. Every four levels thereafter (9th, 13th, and 17th), the deep picks up another type of firearm, gaining these bonuses for those types as well.

This replaces the sentinel's weapon training class feature.

### MERCENARY

RESTRICTIONS: None

#### STARTING WEALTH:

A mercenary does not use the sentinel's starting wealth. In their case they begin  $7d6 \times 10$  R (average 245 R.). 1/2 of this must be spent on weapons and armor. In addition, each character begins play with an outfit worth 10 R or less.

#### BLACK MARKET EMPLOYER:

Mercenaries have employers that that supply them with funds to perform certain jobs. Each time you gain a level, you gain 250 resource x your mercenary level from your employer. This more likely comes in the form of cold hard cash, black market favors, and weapons. This resource is delivered to you in a manner that you designate (Placed in a bank, delivered in person, etc). It is delivered in a timely fashion, though not instantly. The resource's use is up to you. If you are out of reach or out of contact with your employer (such as being in deep space or out of touch with them), the funds will be made available to you when you are able to be reached again. A GM may adjust the amount gained per level depending on the campaign.

### SIDEBAR NOTE>> BLACK MARKET... YOU MEAN PLOT HOOK!

This makes for great plot hooks! If you do not wish to sidetrack your story you can always allow them missions to happen "off-screen" with a simple Profession check. This replaces a sentinel's requisition class feature.

#### NOSE FOR TROUBLE (EX):

At 2nd level, a mercenary adds her Dexterity modifier twice on initiative checks. This replaces a sentinel's tactician class feature.

#### LONE WOLF (EX):

At 3rd level, all of the mercenary's allies are treated as if they possessed the same teamwork feats as the mercenary for the purpose of determining whether the mercenary receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the mercenary to receive the listed bonus. This replaces a sentinel's tactical conditioning class feature.

#### MERCENARY BONUS FEATS:

When a mercenary gains a bonus feat she cannot select teamwork feats, only combat feats.

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## STALKER

While a rogue may be a cad with a sword a stalker is a professional hitman. They are artists who have chosen death as their medium, able to expertly kill a target without raising alarm. Adept at exploiting opportunities, they expertly execute anyone who they accept a contract to kill.

### ROLE:

Stalkers plan, plot and spring attacks on enemies. They have many save or die (reduce to zero) attacks and may have extra damage dice in certain situations.

### CONFLICT: ETHICS VS. PROFIT

What would you do for a dollar? How about two? A stalker's job is often at odds with morality. Many fall victim to a code of ethics that is designed to protect them and give them license to kill ("I only kill the wicked", "I kill so I can get money to eat", "I am the apex predator- just killing to survive", "I'm good at one thing- killing, and if I can use that to further my cause, so be it."). This sometimes comes to justify murder for profit in their mind. At the core of this is the concept of "ethics vs. profit". Where do you draw the line? What wouldn't you do for money?

### STARTING WEALTH:

4d6 × 10 R (average 140 R.). A stalker begins play with an exotic weapon worth 100 resource or less of their choosing that they are proficient in. In addition, each character begins play with an outfit worth 10 R or less.

ALIGNMENT: Any

HIT DICE: d8

PPI: 5

### CLASS SKILLS

The stalkers class skills are *Acrobatics*, *Appraise*, *Climb*, *Craft (traps)*, *Disable Device*, *Disguise*, *Drive*, *Escape Artist*, *Knowledge (warfare)*, *Knowledge (politics)*, *Perception*, *Profession*, *Sleight of Hand*, *Stealth*, *Survival*, and *UTD*.

SKILL POINTS PER LEVEL: 4 + Intelligence

### CLASS FEATURES

All of the following are class features of the stalker.

### WEAPON AND ARMOR PROFICIENCY:

A stalker is proficient with all simple and martial weapons. They are proficient with light and medium armor but not with shields. In addition, a stalker may select a single exotic weapon as their signature weapon.

### BOUND BY PROFESSIONALISM (SOC):

A stalker is bound by professionalism to defeat a target once they have declared to do so. This might take seconds, this might takes days, or it might take years but once a stalker has set his sights on their target- they will kill them or die trying. When taking jobs a stalker must honor any legitimate deal they have made. A stalker who has broken their word or failed beyond recompense to kill their target can no longer take levels in the stalker class. This is strictly a function of roleplaying and consensus must be reached by both the GM and the player. A stalker retains all class features. Though rare, a stalker can regain his professionalism through extreme demonstrations and reparations.

### BLACK MARKET EMPLOYER:

Stalkers have employers that that supply them with funds to perform certain jobs. Each time you gain a level, you gain 250 resource x your stalker level from your employer. This more likely comes in the form of cold hard cash, black market favors, and weapons. This resource is delivered to you in a manner that you designate (Placed in a bank, delivered in person, etc).

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It is delivered in a timely fashion, though not instantly. The resource's use is up to you. If you are out of reach or out of contact with your employer (such as being in deep space or out of touch with them), the funds will be made available to you when you are able to be reached again. A GM may adjust the amount gained per level depending on the campaign.

#### MARK TARGET (EX):

As a move action a stalker selects a target within sight to designate as his mark. The stalker's attacks deal extra damage against his marked target. This extra damage is precision damage that is equal to the stalker's level and is multiplied on a critical hit. A stalker does not get this additional damage when attacking a creature with concealment.

At 10th level choosing a stalker's mark becomes a swift and at 15th it is a free action. A stalker's mark lasts until he designates a new one.

#### EVASION:

At 2nd level the stalker gains the evasion class feature as described in the rogue's entry in the Pathfinder Core Rulebook.

#### STALKER TALENTS:

At 2nd level and every 3 levels thereafter a stalker gains a new talent from the list below or any setting appropriate rogue talent.

#### SIDEBAR>> ROGUE VS. STALKER

The stalker is an alternate class for rogue. Stalkers are not cads and jacks of all trades- they are stone cold killers with a master over the art of death. They are closer to assassins than "rogues". Many stalkers have special operation military backgrounds or a high degree of formal training as an assassin when they begin taking levels in stalker. Despite this difference they are allowed to take any setting appropriate rogue talent (non-magical, no ki pool, sneak attack talents, etc.) in place of a stalker talent. For the purposes of qualifying for advanced talents, a stalker must be at least 10th level before selecting them.

#### ASSESS MARK (EX):

When declaring the his mark the stalker may treat his level as 4 lower than it actually is for the purpose of his mark target class feature, doing so causes him to gain an insight bonus to AC, Reflex saves, and Will saves equal to his Intelligence modifier against attacks made by the target of his mark.

#### COMBAT FEAT (EX):

A stalker may select any combat feat, such feats must apply to his signature weapon, the stalker counts his level as his fighter level for the purpose of qualifying for feats selected with this talent. This talent can be taken once at 2nd level, and again at 4th, 8th, 12th, 16th, and 20th.

#### COUNTER SNIPER (EX):

A stalker with this talent may make a Perception check in response to a target making a Stealth check after sniping, the stalker ignores all increases to the DC of this Perception check from increased range. A stalker must be at least 10th level and have the stealthy sniper talent in order to select this talent.

#### DISRUPTIVE PSIONICS (PSI):

When investing PPI in a weapon, a stalker with this talent may invest an additional point of PPI in his weapon. If he does so, then attacks with that weapon ignore DR granted from investiture of PPI.

#### DISTRACTING STRIKE (EX):

The first time in a round a stalker with this talent strikes a creature maintaining concentration check that creature immediately must re-roll that concentration check.

#### EXPLOIT WEAKNESS (EX):

Attacks made with the stalker's signature weapon have their threat range increased by 1, against the target of his mark is threat range is increased by an additional 1. A stalker must be at least 10th level to select this talent.

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**EXTRA PRECISE (EX):**

When making an attack against a creature with a chance to negate critical hits or precision damage, that creature must roll twice and take the worst result. This does not affect creatures who are immune to critical hits. A stalker may select this talent a second time, if he does so then all percent chances to negate critical hits are reduced by 25%.

**FACE IN THE CROWD (EX):**

A stalker with this talent adds half his level to Disguise checks and may use his Intelligence in place of his Charisma to make such checks. Additionally, he may assume a disguise in only 2d4 rounds by taking a -10 penalty on his Disguise check. This penalty drops to -5 at 15th level. A stalker must be at least 10th level and have the deceptive stalker talent to select this talent.

**HIDDEN WEAPONS (EX):**

A stalker with this talent becomes a master at hiding weapons on his body. He adds ½ his stalker level to all Sleight of Hand skill checks made to prevent others from noticing them.

**IMPROVED EVASION (EX):**

As the rogue talent of the same name, a stalker must be at least 10th level before selecting this talent and have the evasion ability.

**IMPROVED MEASURE THE MARK (EX):**

The stalker with this talent is aware, as if by blindsense, of the location of his marked target the if they are within 30 ft. of him. A stalker must be at least 8th level and have measure the mark before selecting this talent.

**TABLE 8-1: THE STALKER**

LEVEL	BASE ATTACK BONUS	SOCIAL BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 <sup>st</sup>	+1	+0	+0	+2	+0	Black market employer, bound by professionalism, mark target 1/day
2 <sup>nd</sup>	+2	+1	+0	+3	+0	Evasion, stalker talent
3 <sup>rd</sup>	+3	+1	+1	+3	+1	Tech savvy +1
4 <sup>th</sup>	+4	+2	+1	+4	+1	Stalker talent, mark target 2/day, uncanny dodge
5 <sup>th</sup>	+5	+2	+1	+4	+1	Gut reaction
6 <sup>th</sup>	+6/+1	+3	+2	+5	+2	Stalker talent
7 <sup>th</sup>	+7/+2	+3	+2	+5	+2	Mark target 3/day
8 <sup>th</sup>	+8/+3	+4	+2	+6	+2	Improved uncanny dodge, stalker talent, tech savvy +2
9 <sup>th</sup>	+9/+4	+4	+3	+6	+3	Gut reaction
10 <sup>th</sup>	+10/+5	+5	+3	+7	+3	Stalker talent, mark target 4/day
11 <sup>th</sup>	+11/+6/+1	+5	+3	+7	+3	Death attack
12 <sup>th</sup>	+12/+7/+2	+6	+4	+8	+4	Stalker talent
13 <sup>th</sup>	+13/+8/+3	+6	+4	+8	+4	Gut reaction, mark target 5/day, tech savvy +3
14 <sup>th</sup>	+14/+9/+4	+7	+4	+9	+4	Stalker talent
15 <sup>th</sup>	+15/+10/+5	+7	+5	+9	+5	Hide in plain sight
16 <sup>th</sup>	+16/+11/+6/+1	+8	+5	+10	+5	Mark target 6/day, stalker talent
17 <sup>th</sup>	+17/+12/+7/+2	+8	+5	+10	+5	Gut reaction
18 <sup>th</sup>	+18/+13/+8/+3	+9	+6	+11	+6	Stalker talent, tech savvy +4
19 <sup>th</sup>	+19/+14/+9/+4	+9	+6	+11	+6	Mark target 7/day
20 <sup>th</sup>	+20/+15/+10/+5	+10	+6	+12	+6	Grace and death, stalker talent



#### 1 INTERRUPTING REBUKE (EX):

Once per round, as a free action, when a creature attempts a social maneuver the stalker may make an intimidate social maneuver check opposing it. Success means that the social maneuver is interrupted and does not confer its intended effect. A stalker may take this talent multiple times. Each time it grants another use of this ability per round. A stalker may never make more than one check against a single maneuver.

#### 2 LEADING THE TARGET (EX):

When declaring his mark, the stalker may treat his level as 2 lower than it actually is for the purpose of his mark target class feature. Doing so grants him an insight bonus to attack rolls equal to his Intelligence modifier against his marked target.

#### 3 SIDEBAR>> WHAT KIND OF ACTION IS IT?

If a stalker talent that applies a penalty to your effective stalker level for the purposes of marking a target then check what kind of action it is at your new modified level. For example, a 10th level stalker can declare his mark as a swift action; if he uses a talent like leading the target then his effective stalker level becomes 8th and it is a move action!

#### 4 LEGION BLOCK (PSI):

When investing PPI in armor, a stalker with this talent may invest an additional point of PPI in his armor. While in this PPI is invested, if he is hit with a melee weapon carrying a psychic charge the wielder of that weapon must make a Will save (DC 10 + 1/2 stalker level + Intelligence modifier) failure causes that weapon lose the capacity to hold a psionic charge for 1d4 rounds. The target need only make this save once a round. A stalker must have the psi resistance talent in order to select this talent.

#### 5 LEGION SLIP (PSI):

While under the effect of any psi power that requires a Will save, the stalker may spend a swift action to make a Will save to negate the effect. The save DC is equal to the DC of the original check. This can be done once per round.

#### 6 LEGION STRIKE (PSI):

When investing PPI in a weapon, a stalker with this talent may invest an additional point of PPI in his weapon. If he does so, then once per round he may force a target struck by that weapon to make a Will save (DC 10 + 1/2 stalker level + Intelligence modifier). Failure causes one known piece of necrotech of the stalker's choosing in the target's possession to seize up. A stalker must have the psi resistance talent in order to select this talent.

#### 7 MARKED FOR DEATH (EX):

When declaring the target of his mark, the stalker may treat his level as 4 lower than it actually is. Doing so causes the DC of his death attack to increase by 2 against his marked target. The stalker must be at least 12th level and have the death attack ability to select this talent.

#### 8 MASTER POISONER (EX):

A stalker with this talent adds his Intelligence modifier to the DC of any poison he creates. A stalker must have the poisoner talent before selecting this talent.

#### 9 MASTERFUL CRITICAL (EX):

Attacks made against the stalker's mark with the stalker's signature weapon have their threat multiplier increased by 1. A stalker must be at least 16th level and have the exploit weakness talent in order to select this talent.

#### 10 MEASURE THE MARK (EX):

The stalker can always take 10 on Perception checks to spot his mark. The stalker must be at least 4th level before selecting this talent.

#### 11 POISONER (EX):

Stalkers with this talent are trained in the use of poison and cannot accidentally poison themselves when applying poison to a weapon.

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**POLYGLOT (EX):**

A stalker with this talent gains 2 languages in place of 1 whenever he puts a rank in Linguistics. If the stalker has ranks in Linguistics upon taking this talent then apply its benefit retroactively. A stalker must have at the renaissance man stalker talent before selecting this talent.

**POLYMATH (EX):**

The stalker doubles his Intelligence modifier for the purpose of calculating the number of skill ranks he receives at each level. Temporary increases to Intelligence, such as from bone skin, do not count for the purposes of this talent. A stalker must have at the renaissance man stalker talent before selecting this talent.

**PSI RESISTANCE (PSI):**

A stalker with this talent may invest a point of PPI into himself in order to gain psi resistance equal to 11+ his stalker level. A stalker must be at least 8th level to select this talent.

**RELIABLE CRITICAL (EX):**

When declaring the target of his mark the stalker may treat his level as half as what it actually is for the purpose of his mark target class feature, if the stalker threatens a critical hit the target of her mark it automatically confirms. A stalker must be at least 12th level to select this talent.

**RENAISSANCE MAN (EX):**

The stalker gains an additional number of class skills equal to his Intelligence modifier. Temporary increases to his Intelligence score, such as from bone skin, do not count for the purposes of this talent. These skills must be based on a mental ability score. This talent may be taken multiple times, its effects stack.

**SABOTEUR (EX):**

A stalker with this talent adds 1/2 his stalker level to Knowledge (engineering) checks to identify the weak point of structures and Craft (weapon) and Craft (traps) checks to create explosives.

**SMOOTH CRIMINAL (EX):**

A stalker with this talent gains a +1 insight bonus on all convince, diplomacy, or intimidate maneuvers. At 5th level and every 5 levels thereafter, this bonus increases by an additional +1. In addition he may use his Intelligence in place of his Charisma to make such maneuvers. A stalker may gain this talent multiple times. Each time he must select a new social maneuver.

**STEALTHY SNIPER (EX):**

When a stalker with this talent uses the Stealth skill to snipe, he only suffers a -10 penalty on the Stealth check (instead of -20). A stalker must be at least 10th level to select this talent.

**SUDDEN DEATH ATTACK (EX):**

Once per day, a stalker with this talent can make a death attack against a foe without studying the foe beforehand. He must still meet all the other conditions of a death attack. A stalker must be at least 12th level before selecting this talent.



*Kyle Hellgate  
Coreworlder Stalker*

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#### VOID MIND (PSI):

By investing 1 PPI in this talent, a stalker calms his mind to render himself psychically invisible. He cannot be targeted with psi abilities. At 18th level, a stalker may invest a second PPI to become immune to mind-affecting effects while he maintains this talent. A stalker must have the psi resistance talent and be at least 14th level in order to select this talent.

#### TECH SAVVY (EX):

At 3rd level and every 5 levels thereafter a stalker gains +1 to his tech level for the purpose of equipping weapons.

#### GUT REACTION (EX):

Starting at 5th level, as a free action the stalker may get a gut reaction about the answer to a question he has once per day. This effectively allows the stalker's player to ask the GM a yes or no question. The GM may reply with yes, no, or neither. Neither should be used when the answer to the question cannot be definitively answered (asking if a character is dead when they are now a ghoul for example). This answer represents the hunch the stalker has about the question.

A stalker's gut is not always right however. At 5th level a stalker has a 65% chance of being right (35% chance of being wrong). A GM should make this dice roll in secret. At 9th level, and every 4 levels thereafter, the percent chance of the stalker's gut being right improves by 10% to a maximum of 95% accuracy at 17th level.

A given question can only be asked once. Questions phrased on a similar topic get the same answer ("Is he dead?" and "Did my bullet kill him?" are the same question) and still consume the use of this ability per day. Questions that have no certain answer ("Will I win this next fight?") are responded to with a "neither" answer.

#### UNCANNY DODGE (EX):

At 6th level, a stalker gains the uncanny dodge class feature as described in the rogue's entry in the Pathfinder Core Rulebook.

#### IMPROVED UNCANNY DODGE (EX):

At 8th level, a stalker gains the improved uncanny dodge class feature as described in the rogue's entry in the Pathfinder Core Rulebook.

#### DEATH ATTACK (EX):

At 11th level, a stalker can deliver a death attack by first studying his target for 1 round as a standard action. If the stalker makes a successful attack on the following round against the target, and the target is denied its Dexterity bonus to AC the target must make a Fortitude save (DC 10 + ½ stalker level + Intelligence modifier) or be reduced to 0 hp. If the target saves against the death attack, it is immune to that stalker's death attack for 24 hours.

#### HIDE IN PLAIN SIGHT (EX):

While in an area of dim light, a stalker of 15th level or higher can use the Stealth skill even while being observed.

#### GRACE AND DEATH (EX):

At 20th level, a stalker can choose to deliver a death attack whenever they confirm a critical hit against a creature.

## STALKER ARCHETYPES

### HASHISHIN

**REQUIREMENTS:** Non-Welshen, non-Prime Bloodline

The Assassins' Guild is a funded by the Necromancers' Guild and its operatives serve the Guild in situations where punitive measures are required. Hashishins are operatives that are employed when things need to look like an accident. They are subtle, calculating, deceptive, and well versed in the art of death. They often walk in high society, unnoticed by their peers until it's too late. While deadly combatants and excellent saboteurs, Hashishins are most at home in social settings. They never kill needlessly; that attracts too much attention. Their creed is, *"Cut off the head of the snake and the body will wither."*

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### HIGH CLASS KILLER:

A hashishin uses the social bonus of a wild card but also the base attack bonus.

### ASSASSINS' GUILD:

The source of the money from the hashishin's black market connection class feature is from the Assassins' Guild rather than dubious underworld jobs.

### SOCIAL ASSASSIN (EX):

At 5th level and every 4 levels thereafter a hashishin expands the range at which he may critically succeed on social maneuvers by 1 (to a maximum of 15-20 at 17th level). Social maneuvers are still only automatically successful on a natural 20. The Hashishin must roll to confirm this maneuver in much the same way as one must roll to confirm a critical hit if the roll is not a natural 20. This ability replaces the stalker's gut reaction.

### SOCIAL CHAMELEON (EX):

At 11th level, a hashishin becomes adept at integrating himself into a social scene. However, he never wants to steal the spotlight. Therefore, his position category is always considered to be 1 less than the highest of his enemies in any given combat. This replaces the stalker's death attack.

### COILED SERPENT:

At 20th level, a hashishin always acts as if they are 1 higher position category than the highest positioned opponent. This replaces the stalker's grace and death class feature.

### B'SIS

RESTRICTION: Welshen (Magdaleeno Clan)

A sect of the Magdaleeno clan called the b'Sis serve the Welshen T'ka as their secret police. They aid in gathering information on the other clans. When a Magdaleeno joins the b'Sis, he is no longer a member of the Magdaleeno clan. He serves the Welshen T'ka directly, although he receives none of the honor associated with it. One of the b'Sis' main roles is to make sure that there is no wanton waste or corruption within society. However, they have their own agenda. They believe that the Progenitor Lyrics were left by humanity's ancestors to tempt the fledgling race. They see them as a test to see if humanity is sufficiently evolved for contact. They seek the lyrics and will do anything to destroy them. The animosity they feel for lyrics is deep as the misuse of them almost destroyed their clan when they broke off to try to live on their own away from the rest of the Welshen.

They are taught in the style of the last line of leaders of the Magdaleeno. They symbolically shackle their wrists. They have no qualms about using ranged weapons, contraband, or totally underhanded tactics to produce their desired results.

### STARTING WEALTH:

A b'sis also starts with a pair of magnetic masterwork manacles called "b'sis shackles" worth 50 resource. These manacles can be unlocked by the person in them as a swift action if they have the key.

### FAUX PAS: SHACKLED (SOC):

Members of the b'Sis symbolically shackle their hands together in ornate manacles. While they have the key and can release them any time (as a swift action) they wear the manacles to symbolize the pain the Magdaleeno suffered. This self-imposed bondage gives them a +2 position category bonus when dealing with any members of the brother clans (any Welshen not of the main clan) at 1st level. They only receive a +1 position category bonus when dealing with a Welshen of the main clan. However, a b'Sis may never have his position category be higher than the

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highest Welshen main clan member in a given social situation. They always sets themselves 1 below the highest Welshen main clan member if he is of a higher position category. b'Sis remove their shackles when going into combat and their experience with wearing them makes day to day life possible.

This replaces the stalker's 2nd level stalker talent.

#### RANGED WEAPONS:

At 1st level, a b'Sis becomes proficient with all martial ranged weapons. In addition, he becomes proficient with one exotic ranged weapon. This replaces the stalker's black market connections.

#### FORLORN SHADOW (SU):

The b'Sis practice an ancient Magdaleeno art that translates to "the forlorn shadow". Some have credited it to an ancient form of clandestine psionics while others have suggested that it is a genetic trait cultivated by the Magdaleeno clan. Others still equate it with a form of hypnosis. Whatever its origins, its practice has been a closely guarded secret by the b'Sis.

Once per round, as a swift action, a trained b'Sis of 2nd level can make a gaze attack against all creatures within 30 ft. He may exclude any creatures he wishes. These creatures must make a Will save (DC 10 + ½ b'Sis level + Intelligence modifier) or be unable to detect the b'Sis as if they were invisible for a number of rounds equal to his class level. In addition, the creature only vaguely recalls that there was another creature there. The targets will actively try to avoid the topic of what was there. This foginess clouds all memory of the b'Sis going back 1 minute. A given creature can only be affected once in a 24 hour period with forlorn shadow regardless of whether or not they make the Will save. If a b'Sis attacks a creature who considers him invisible, he becomes visible only to that creature. This replaces evasion.

At 12th level, a b'Sis can choose to instead make a gaze attack as a standard action to give a single creature a *suggestion* as per the spell of the same name (though in a supernatural form). A b'Sis

can only do this once per day per Intelligence modifier (min 1). The save DC is 10 + ½ b'Sis level + Intelligence modifier. This replaces the stalker talent gained at 12th level.

#### WARY EYE (PROGENITOR LYRICS):

A b'Sis of 8th level automatically recognizes Progenitor Lyrics when he sees them. He does not understand them but knows what they are. This replaces the stalker's 8th level stalker talent.

#### SIDEBAR>> B'SIS AND WELSHEN T'KA

The b'Sis are servile, by choice, to the Welshen main clan. It is seen as a high honor to be accepted into the b'Sis and even those who see your subordinate position often hold you in the highest of regards. The Magdaleeno Clan does not see this as a position of disgrace, but rather as penance for their past foolishness. In a way, the b'Sis are elevated above brother clan status by their duties. Many enjoy rather privileged lives (by Welshen standards) in this position as government agents.

#### JAGUAR

AKA: Magdaline Ferals

**RESTRICTION:** Welshen (Magdaline clan)  
Screaming savages, turned feral by years of psychological conditioning, jaguars are able to turn their fury on and off with psychological triggers. They shun the study of qu'em in favor of an ancient art of jungle hunting and savage killing unique to the Magdaline's ancestors. While they are brutal killers on the battlefield, they are seen as philosophers in peacetime. They believe in the control of one's emotions, not the subdual of them. They are all very well versed in the art of Masque and often are teachers for the young who wish to study the art.

#### STARTING WEALTH:

In addition a jaguar starts with a masterwork bone knife (natural).

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### MASQUE TRAINED (EX):

At 1st level jaguar has masque training. He gains a +1 insight bonus on all Will saves vs mind-affecting effects. This bonus does not apply against effects stemming from his predator class feature. The bonus from this class feature improves by +1 at 5th level and every 4 levels thereafter. This replaces the stalker's black market connection class feature.

### PREDATOR (EX):

At 2nd level when a jaguar defines his mark, he enters a furious but focused rage. This is done as part of the same action as it is to define a creature as his mark. This hyper-focused state results in a +2 bonus to Dexterity and Strength. At 5th level and every 3 levels thereafter, this bonus improves by +1. Unlike other stalkers, who can change their target at will, a jaguar's mark must remain in effect until the target is dead or unconscious.

This can drive a jaguar mad if they do not successfully hunt their target. If they end a combat without successfully killing their target (or otherwise reaching a position of dominance and success over the target) they become restless for the next 24 hours. They are plagued by a deep prey drive to hunt their target. They take a -2 penalty to all mental based skill checks. If they wish to concentrate on anything other than an activity directly related to the hunt, they must pass a Will save (DC 10 + ½ jaguar level + Intelligence modifier) or fail. After 24 hours, a jaguar can perform a 1 hour masque ritual to cleanse his mind of these urges.

A jaguar only adds ½ his stalker level to damage in return. This modifies the stalker's mark target class feature.

### DESIGN NOTE>> BARBARIAN VS. JAGUAR RAGE

There are a number of differences between a barbarian's rage and a jaguar's rage. While a barbarian throws himself into a berserk frenzy, a jaguar has a creeping predatory hunger that drives him.

## WILD CARD

Seekers of untold wonders and romance, wild cards are adventurous souls who go to absurd lengths to find excitement and challenges worth overcoming. Many are life-long learners, daring explorers, keen reporters, wandering mercenaries, or cunning masterminds. This versatile group shares two things in common- a genius level intellect and an overabundance of real life experiences. They employ their keen observational skills to champion any challenge, while always looking for the next one.

### ROLE:

Wild cards serve as the most versatile and skilled members of a given party. They often fill in as a party's face and focus on versatility of purpose rather than specialization.

### CONFLICT: ROMANCE IS DEAD

On a day to day basis a wild card is confronted by people who tell him romance is dead. Doing something for the sake of adventure, or for a theatrical reason, is increasingly seen as foolish or wasteful. Despite the many new regions of unknown space to explore, no one seems interested in seeing what lays beyond the furthest point. A wild card sees possibilities around every corner while the layman sees only obstacles.

### STARTING WEALTH:

7d6 × 10 R (average 245 resource.) In addition, each character begins play with an outfit worth 10 R or less.

### ALIGNMENT:

Any. Many wild cards live their life at odds with societal norms and as a result many are chaotically aligned. The majority of wild cards are neutral (on the good/evil axis) as they are driven by their curiosity rather than morality. Good aligned wild cards tend to adventure to advance humanity, while evil ones do it for selfish or destructive reasons.

HIT DICE: d8

PPI: 7

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## CLASS SKILLS

The wild card's class skills are *Acrobatics, Appraise, Climb, Craft (all), Disable Device, Disguise, Drive, Escape Artist, Fly, Handle Animal, Heal, Knowledge (all), Linguistics, Perception, Perform, Survival, Swim, and UTD.*

SKILL POINTS PER LEVEL: 8 + Intelligence

## CLASS FEATURES

All of the following are class features of the wild card.

### WEAPON AND ARMOR PROFICIENCY:

A wild card is proficient with all simple and martial weapons. They are proficient with light and medium armor but not with shields.

### ADDICTED TO ADVENTURE (SOC):

Wild cards are thrilled by the challenges life presents them. Some are thrillseekers, others are daring social climbers, while all are passionate romantics who still see adventure in everyday life. Whatever the case, wild cards at their core are curious. A character who loses this natural curiosity cannot progress in the class. This is strictly a function of roleplaying, and consensus must be reached by both the GM and the player. An ex-wild card retains all class features. Should the wild card rediscover their love for life and curiosity, he may resume progression in the wild card class with approval from the GM.

### GENIUS (EX):

*"I will forget more this morning than you will learn in your lifetime."*

A wild card of 2nd level is a genius without peer, and he has harnessed that potential. To represent this a wild card gains 1 "potential" point. He gains 1 additional point at every even level after 2nd. Potential points may be used in one of several ways:



*Sir Horis Seigil-Pravdin  
Prime Bloodline Wunderkind*

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- **LEARN ANY BONUS FEAT.** You must currently meet the prerequisites for this feat.
- **GAIN A +5 BONUS ON ONE SKILL.** When allocating more than 1 potential point to a given skill, any additional points only grant him a further +2 bonus.
- **BONUS PPI.** At 10th level, the wild card may count as if he had 1 higher PPI. He may only allocate a number of potential points equal to 1/4th his wild card level to this option.
- **GAIN AN EIDETIC MEMORY.** By spending 1 potential point, he can have an eidetic memory until he reallocates his points. With this active he develops a nearly flawless memory and the ability to perfectly recall of anything that has transpired that he was aware of while he had a potential point invested in this option. In addition, he gains a +2 bonus to all Knowledge checks.

Every day, after 8 hours of rest, a wild card can re-allocate all of his potential points to an entirely new set of abilities. If he is reassigning a feat, it cannot be one that is a prerequisite for another feat.

#### WELL VERSED (EX):

A wild card adds 1/2 his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

#### STUDY (EX):

Starting at 3rd level, a wild card can select one skill. Whenever he uses that skill, he gains a +2 misc. bonus on skill checks with that skill.

Every 4 levels thereafter (7th, 11th, 15th, and 19th), a wild card becomes further trained in another skill. He gains a +2 misc. bonus on skill checks when using that skill.

**TABLE 9-1: THE WILD CARD**

LEVEL	BASE ATTACK BONUS	SOCIAL BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 <sup>st</sup>	+0	+0	+0	+2	+2	Well versed, genius
2 <sup>nd</sup>	+1	+1	+0	+3	+3	+1 Potential
3 <sup>rd</sup>	+2	+2	+1	+3	+3	Study 1, deep pockets
4 <sup>th</sup>	+3	+3	+1	+4	+4	+1 Potential
5 <sup>th</sup>	+3	+3	+1	+4	+4	Educated, deadly cunning
6 <sup>th</sup>	+4	+4	+2	+5	+5	+1 Potential
7 <sup>th</sup>	+5	+5	+2	+5	+5	Study 2, traveler
8 <sup>th</sup>	+6/+1	+6	+2	+6	+6	+1 Potential
9 <sup>th</sup>	+6/+1	+6	+3	+6	+6	Jack of all trades
10 <sup>th</sup>	+7/+2	+7	+3	+7	+7	Evasion, +1 potential
11 <sup>th</sup>	+8/+3	+8	+3	+7	+7	Study 3
12 <sup>th</sup>	+9/+4	+9	+4	+8	+8	+1 Potential
13 <sup>th</sup>	+9/+4	+9	+4	+8	+8	Calculated maneuvers
14 <sup>th</sup>	+10/+5	+10	+4	+9	+9	+1 Potential
15 <sup>th</sup>	+11/+6/+1	+11	+5	+9	+9	Study 4, favored exploit
16 <sup>th</sup>	+12/+7/+2	+12	+5	+10	+10	+1 Potential
17 <sup>th</sup>	+12/+7/+2	+12	+5	+10	+10	Improved evasion
18 <sup>th</sup>	+13/+8/+3	+13	+6	+11	+11	+1 Potential
19 <sup>th</sup>	+14/+9/+4	+14	+6	+11	+11	Study 5, favored exploit
20 <sup>th</sup>	+15/+10/+5	+15	+6	+12	+12	Recalculation



In addition, the bonuses granted by previous studied skills increase by +2 for each. For example: When a wild card reaches 7th level, he receives a +2 bonus on rolls with one skill and a +4 bonus on rolls with the skill he selected at 3rd level.

#### DEEP POCKETS (EX):

At 3rd level, a wild card collects items as well as lore. He picks up small amounts of this or that throughout his travels. As a result, he may carry unspecified equipment worth up to 100 resource per class level. This can be any kind of gear that can reasonably fit into a backpack including mundane tech and weapons. As a full-round action, the wild card may dig through his pockets to retrieve an item he specifies at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds. When the total remaining cost reaches 0, the wild card can retrieve no more items until he refills his deep pockets by spending a few hours and an amount of resource to bring his total up to 100 resource per class level.

#### EDUCATED (EX):

At 5th level, the wild card becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A wild card can choose not to take 10 and can instead roll normally. In addition, once per day, the wild card can take 20 on any Knowledge skill check as a standard action. He can use this ability one additional time per day for every 6 levels he possesses beyond 5th, to a maximum of three times per day at 17th level.

#### DEADLY CUNNING (EX):

At 5th level, wild card can substitute his Strength or Dexterity for his Intelligence when calculating their bonus to hit with melee or ranged weapons.

#### TRAVELER (EX):

Beginning at 7th level, a wild card is never lost. A wild card can always sense polar north when they are on a planet. When in space they can always tell the direction of the nearest planetary body. Doing so is a free action. In addition, he always uses the "road or trail" overland movement modifier even when in trackless terrain, whether on foot or mounted. With a DC 15 Survival check the wild card can extend this benefit to one companion per class level. At 11th level, with a DC 25 Survival check, the wild card is able to deduce the approximate relative location of another location that he has been before to his current location. Doing so takes 10 min.

#### JACK OF ALL TRADES (EX):

At 9th level, the wild card can use any skill, even if the skill normally requires him to be trained. At 16th level, the wild card considers all skills to be class skills. At 19th level, the wild card can take 10 on any skill check, even if it is not normally allowed.

#### EVASION (EX):

At 10th level a wild card gains the class feature of the same name as described in the rogue's entry in the Pathfinder Core Rulebook.

#### CALCULATED MANEUVERS (EX):

At 13th level when a wild card he may replace his Strength with his Intelligence when calculating his CMB and CMD.

#### IMPROVED EVASION (EX):

At 17th level, a wild card's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless wild card does not gain the benefit of improved evasion.

#### RECALCULATION (EX):

At 20th level a wild card always rolls an extra d20 and takes the result they prefer.



## WILD CARD ARCHETYPES

### WUNDERKIND

**RESTRICTION:** Character must be younger than 15 years old.

One in a million people are born with the gift. Mozart, Picasso, Kripke, Pascal, and Kasparov are the only peers a wunderkind knows. Gifted with skills and knowledge far beyond their age, wunderkind are brilliant children without equal. It seems the universe likes to outdo itself. Where a wunderkind from the 21st century might master several dead languages by the time they are eight or learn to compose masterpieces by the time they could walk, the modern wunderkind now trumps them all. In months they master advanced topics in mathematics, philosophy, linguistics, or whatever takes their fancy. They play chess like a grandmaster after only watching a few games. They calculate complex calculations in their mind and think nothing of recounting *War and Peace* verbatim. Add to that their prolific and natural talent with their mind and the psychic powers that lay within and you have a portrait of what humanity could aspire to be. They do all this and more, and they do it without the aid of any sort of special breeding program, mental enhancements, or special training.

The might of nature truly dwarfs all of humanity's monuments, and the wunderkind are the occasional reminders of this.

### YOUNG AGE (SOC):

As a requirement all wunderkind are younger than fifteen years of age. As the saying goes, *"the candle that burns brightest also burns quickest."* Wunderkind are renown for historically not making it past their twenties. 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.

### TECH LEVEL IMPROVEMENTS:

Starting at 3rd level and every 3 levels thereafter a wunderkind gains +1 to his Tech Level. This replaces the wild card's study class feature.

### JURY RIG (EX):

At 5th level, wunderkind can make an on the fly repair to an item. The repair is temporary but an item with the broken condition item will function as intended for the wunderkind's Intelligence modifier rounds. Jury rigging an item takes a full round action at first level. At 5th level it is a standard action, at 10th it is reduced to a move action, and at 15th it is reduced to a swift action. The Craft check to jury rig a given item is DC 20 + Tech Level. This replaces the wild card's deadly cunning and calculated maneuvers class features.

### OVERACHIEVER:

Starting at 9th level a wunderkind can reallocate his potential once per day as a full round action. At 17th level he may do this a 2nd time per day. This replaces the wild card's jack of all trades and improved evasion class features.

### CAP

**RESTRICTION:** Non-Welshen, Non-Prime Bloodline/Firstborn.

The exalted capitalistic captains of the Necromancers' Guild sales fleets, caps often have leadership positions in the corporations they work in. They are skilled managers, lawyers, and businessmen. Always flush with currency, they are regarded as financial adventurers for their almost constant excursions into unfriendly territory in order to secure new deals and seek out new technology. They often serve the role of salesman (or "pusher" in the case of drugs) within a corporation. They will go to great lengths and spare no expense to secure new trading partners for their corporations. They are often given the best of the best when it comes to augmentations and weapons in the hopes that they will either use it to survive or sell it.

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## STARTING WEALTH:

A cap also gains the use of a ship worth 10,000 resource. The cap does not own this ship, it is owned by their corporation. A cap is responsible for the upkeep and safety of this ship. If destroyed, it comes out of the cap's pocket.

## SOCIAL WILD CARD:

A cap is quick with a word but not with a sword. He brokers deals on far flung worlds for the Necromancers' Guild with scum and kings alike. He knows the right things to say and the right palms to grease. If it comes to it, he'd rather pay someone to protect him then get his hands dirty. To represent this, he gain the base attack bonus progression of a diplomat but also the social bonus progression of one as well.

## NECROMANCER'S SANCTION:

A cap can legally craft necrotech as they are members of the Necromancers' Guild. A cap's sanction comes from his corporation and the Necromancers' Guild at large. A cap is bound to the service of his corporation. 25% of all profits a cap makes must be sent to the Guild.

## CORPORATION:

A necromancer is employed by a given corporation. Each of the massive corporations provide their employees with a stipend for day to day expenses and resources for crafting. Each time you gain a level, you gain 500 resource x your cap level from your corporation (This more likely comes in the form of crafting resources and trade goods than in the form of cold hard cash). This resource is delivered to you in a manner that you designate (placed in a bank, delivered in person, etc). It is delivered in a timely fashion, though not instantly. The resource's use is up to you. If you are out of reach or out of contact with your corporation (such as being in deep space or out of touch with them), the funds will be made available to you when you are able to be reached again. A GM may adjust the amount gained per level depending on the campaign. This replaces the wild card's deep pockets class feature.

A character is expected to use this money to turn a profit and pay the guild more than they have provided them with via the 20% they take off the top of all sales (see the necromancer's sanction above). A cap who has not delivered their corporation's cut of their profit or fails to provide meaningful profits does not receive their payment and may be hunted down.

- **DRYAXIAN HIVE COMMISSION:** Employees of DH-Comm. are renowned for their business savvy and dedication to profits. They receive an addition 500 resource (for a total of 1,000) per level but owe 50% of their profits to the guild.
- **SECTION ENDOWMENT TREATY:** Employees at SET specialize in ship building. They are very top secret and play things close to their vest. They gain a +4 bonus on all Ride and Fly checks.
- **ONRYO CORP:** On the surface the good people at Onryo Corp provide valuable medical services and top notch consumer products. In reality they push drugs and are a vicious criminal organization. Employees get a +4 bonus on all intimidate social maneuvers and receives a +4 insight bonus vs. intimidate maneuvers. They also receive a +4 insight bonus to all Heal skill checks.

## GENIUS SALESMAN (EX):

A cap of 2nd gains new uses for his potential points in place of the normal ones a wild card has.

- **SOCAL FEAT.** A cap may allocate potential points to learn any social feat.
- **GAIN CONFIDENCE.** A cap may allocate one potential point to gain an additional two confidence.
- **GAIN A BONUS TO SMB AND SMD WITH ONE MANEUVER.** He may only allocate a number of potential points equal to 1/4th his wild card level.

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- **KNOW THE PRICE.** By investing a potential point, the cap gains an uncanny understanding of what motivates people. After approximately 20 minutes of friendly interaction with a subject, the wildcard may make a SMB check opposed by the target's SMD. Success means that the cap gains some clue as to what will most effectively incentivize the target. This could be as simple as an exorbitant sum of money, pleasures of the flesh, or even a rare chachki of some sort. If a cap invests 2 potential and automatically succeed the social maneuver.

#### CAPITALIST (EX):

At 5th level cap always know what it takes to bribe someone. It's often the difference between life and death on a hostile world. If a cap ever pays too much for a bribe, 25% of that extra money is returned to him as if he had never paid it and instead had offer the amount he should have. This replace the deadly cunning class feature of the wild card.

At 13th level the amount of money returned to them is increased to 50%. This replaces the calculated maneuvers class feature.

#### SIDEBAR>> WHAT'S IN A NAME: "CAP"

It is generally agreed upon that the name "cap" is a slang phrase for "capitalist". Others disagree and believe that it stands for "captain" as caps are historically given ships to do their free-trading. Either way, the term has taken on a life of its own. It invokes a feeling of romanticism, rugged self-reliance, and of course... profit.

## GRAVE ROBBER

RESTRICTION: None

Fearless capitalists or hated scavengers- it doesn't matter. A grave robber robs maximum security graveyards for the precious bones within. They are the pirates of their day and the romantic ideal of these scoundrels grew as did their myth and legend. Even today, these degenerate heroes rob from the rich and give to their own coffers as they risk it all for a shot at immortality in the pages of history and a flush bank account.

#### MARTIAL WILD CARD

A grave robber has seen more than his fair share of bloody encounters. They've fought guards and ghouls, dodged slag-fire, and lived to tell the tale. To represent this, they gain the base attack bonus progression of a stalker but also the social bonus progression of one as well.

#### GRAVE ROBBING (EX):

A grave robber gains new uses for potential points. He does not gain access to any of the uses of potential points that a wild card has.

- **LEARN ANY COMBAT FEAT.** He must currently meet the prerequisites for this feat.
- **BONUS AC.** When wearing medium or lighter armor and not using a shield, a grave robber adds 2 points of Intelligence bonus (if any) per potential point expended as a dodge bonus to his Armor Class.
- **BONUS PPI.** At 10th level, he may count as if he had 1 higher PPI. He may only allocate a number of potential points equal to 1/4th his grave robber level.



- **GAIN PERFECT ESTIMATION.** By spending 1 potential point, he can have perfect counting skills until he reallocates his points. With this active, he develops an uncanny ability to near perfectly estimate any number of objects and their approximate value. He automatically succeeds on any Appraise checks if he takes 1 minute to study an object. This has other benefits, such as the ability to rattle a can of coins for a minute and tell you the exact value of the spare change stored in the jar. Likewise he could tell you the exact number of people on a starship after looking at live video feed. He doesn't always know how he does it, but in reality he places his mind in a theta state and this allows him to take in lots of information that he is not consciously aware he actually knows. The margin of error is based on how much information he has. With some hands on experience, he can be up to 99% accurate. If he is only given a little information (he is given a picture of a starship filled with marbles for a few seconds and is asked how many are in there) he will get a correct answer 75% of the time or less.

#### BLACK MARKET EMPLOYER:

Grave robbers have employers that that supply them with funds to perform certain jobs. Starting at 3rd level, each time you gain a level, you gain 250 resource x your mercenary level from your employer. (This more likely comes in the form of cold hard cash, black market favors, and weapons). This resource is delivered to you in a manner that you designate. (Placed in a bank, delivered in person, etc) It is delivered in a timely fashion, though not instantly. The resource's use is up to you. If you are out of reach or out of contact with your employer (such as being in deep space or out of touch with them), the funds will be made available to you when you are able to be reached again. A GM may adjust the amount gained per level depending on the campaign. This replaces a wild card's deep pockets class feature.

#### WEAPON TRAINING (EX):

Starting at 3rd level, a grave robber can select one group of weapons, as noted in the sentinel's class entry. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every 4 levels thereafter (7th, 11th, 15th, and 19th), a grave robber becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a grave robber reaches 7th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 3rd level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A grave robber also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the grave robbers' Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group. Weapon groups are defined in the sentinel's entry. This replaces a wild card's study class feature.

#### BRUTAL CUNNING (EX):

At 5th grave robber can substitute his Strength for his Intelligence when calculating his bonus to damage. This replaces the wild card's deadly cunning.

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## CHAPTER 6: FEATS

Feats in this section are new feats for the Necropunk campaign setting. Characters may take appropriate feats from all Pathfinder compatible products. In this section, only feats with a multiple benefit listed can be taken multiple times. Feats are tagged with a feat type keyword denoting the kind of feat it is (combat, social, psi, craft, etc.).

### ADVANCEMENT OF THE ARTS

#### CRAFT

**PREREQUISITES:** Intelligence 13

**BENEFIT:** You gain +1 to your Tech Level.

### ANTI-AIR

#### COMBAT

**PREREQUISITES:** BAB +1

**BENEFIT:** A character with this feat is treated as having the Improved Critical feat when attacking a flying creature.

### ARMOR FANATIC

#### COMBAT, CRAFT

**PREREQUISITES:** BAB +1

**BENEFIT:** You gain +2 to your Tech Level for the purposes of determining what armors you can equip.  
**MULTIPLE:** You may take this multiple times and the effects stack.

### AUTOMATIC MURDER MACHINE

#### COMBAT

**PREREQUISITES:** Weapon Focus (any automatic weapon)

**BENEFIT:** You gain a +2 to damage when using an automatic weapon. Automatic weapons you use have a +2 to confirm criticals. This stacks with Critical Focus.

### BEYOND REPROACH

#### SOCIAL

**PREREQUISITES:** Social bonus +5, Wisdom 17, Charisma 13

**BENEFIT:** You are immune to the petty social maneuvers of those below you. A social maneuver by a creature 2 position categories below yours

whose social maneuver would inflict less than 1/4th your total maximum Confidence in Confidence damage can be ignored.

### BODY OVER MIND

#### COMBAT, PSI

**PREREQUISITES:** Constitution 13, Wisdom 13

**BENEFIT:** You can use PPI to give a psychic charge to your physical form or non-thought transmissive armor as if it were thought-transmissive. Your body has a psychic resistance of 0 but normally non-thought transmissive armor has a resistance of 2.

### BROWBEATING

#### COMBAT, PSI

**PREREQUISITES:** Improved Unarmed Strike

**BENEFIT:** You can give a psychic charge to your unarmed strikes and natural attacks. They count as thought-transmissive weapons with a resistance of 0.

### COMEBACK KID

#### SOCIAL

**PREREQUISITES:** Wisdom 13

**BENEFIT:** Once per day you can recover twice your Wisdom in Confidence in place of the normal amount.

**MULTIPLE:** You may take this ability multiple times to a maximum of 5 times. Each time you take it, it provides you with one additional use per day.

### CONFIDENT

#### SOCIAL

**PREREQUISITES:** Charisma 13

**BENEFIT:** You gain +5 confidence.

### CRITICAL THINKING

#### COMBAT, PSI

**PREREQUISITES:** Improved Unarmed Strike, BAB +1

**BENEFIT:** You can use psychic charge to improve your unarmed strike's critical multiplier by 1 if you pay 2 PPI (though no more than +1).

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## DEFENDER OF THE INNOCENT

### COMBAT

PREREQUISITES: Exotic Weapon Proficiency (heartsaber), BAB +5, Good Alignment

BENEFIT: When attacking an evil aligned target with a heartsaber, the wielder is granted a +2 bonus to hit or a +4 bonus to confirmation rolls against the evil creature. The PPI cost of the heartsaber is reduced by 1 (min 2).

## DIPLOMATIC

### SOCIAL

PREREQUISITES: Social Bonus +5

BENEFIT: You get a +2 bonus on the diplomacy and support maneuvers.

## DUELING HEARTS

### COMBAT

PREREQUISITES: Exotic Weapon Proficiency (heartsaber), Two-Weapon Fighting

BENEFIT: You may equip a 2nd heartsaber. You must be able to maintain a 2nd concentration check per round in order to use the 2nd heartsaber. While fighting with two heartsabers, double the the penalty to making attacks with other weapons (The default penalty is -4, so it becomes -8).

## EDUCATOR

### SOCIAL

PREREQUISITES: Social Bonus +5, Intelligence 15

BENEFIT: When making teaching checks, you may use your full character level in place of your social bonus. Teaching someone takes half the time (15 min) and the bonus lasts twice as long if it remains unused (48 hours).

## ELOQUENT SPEAKER

### SOCIAL

PREREQUISITES: Charisma 15

BENEFIT: You get +2 to any Intelligence based social maneuver because you convey it in a much more memorable way.

## ENTELL GLADIATOR

### COMBAT

PREREQUISITES: Weapon focus (fulka)

BENEFIT: A fulka causes 1d4 bleed damage to any target it strikes. This lasts for 1d4+1 rounds.

## ERIS ASCENDANT

### COMBAT

PREREQUISITES: Weapon Focus (chaos rifle)

BENEFIT: You gain +2 to damage when using a chaos weapons or firing chaos rounds. Once per day you can re-roll the scatter for your chaos rounds.

## FEARLESS HEART

### COMBAT

PREREQUISITES: Exotic Weapon Proficiency (heartsaber), BAB +5

BENEFIT: The penalty for attacking with other weapons while you have a heartsaber equipped is reduced by 1/2. Calculate this after applying all the penalties from multiple heartsabers. The PPI cost of the heartsaber is reduced by 1 (min 2).

## GHOULISH

### CRAFT, PSI

PREREQUISITES: 8 PPI, Craft (necrotech) 5 ranks

BENEFIT: You gain a +4 bonus on all opposed rolls to control ghouls. In addition you gain a +2 bonus on all skills checks involved in crafting or modifying a ghoul.

## GOOD FRIEND

### SOCIAL

PREREQUISITES: Social Bonus +5, Wisdom 15

BENEFIT: When an ally is subject to a social maneuver that would result in them taking confidence damage, you may make an immediate action to take that damage yourself instead. You may only do this a number of times per day equal to your Wisdom modifier.

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## GRAND MASTER WEAPONSMITH

### CRAFT

**PREREQUISITES:** Veteran Weaponsmith, Craft (weapons) 19 ranks or Craft (firearm) 19 ranks

**BENEFIT:** When you craft a weapon of the weapon category you chose with the weaponsmith feat, you need to compensate 8 points less with weapon penalties when modifying it (example: You have 6 points worth of modifications. You only need 0 points worth of penalties). This replaces the benefit of Veteran Weaponsmith.

## GUN NUT

### COMBAT, CRAFT

**PREREQUISITES:** BAB +3

**BENEFIT:** You gain +2 to your Tech Level for the purposes of determining what firearms you can equip.

**MULTIPLE:** You may take this feat multiple times and the effects stack.

## HEARTBREAKER

### COMBAT

**PREREQUISITES:** Exotic Weapon Proficiency (heartsaber), BAB +5

**BENEFIT:** By paying 1 extra PPI for your heartsaber (by default, 6 total) it can make 1 attack of opportunity per round.

The PPI cost of the heartsaber is reduced by 1 (min 2).

## HEAVY LIFTER

### COMBAT

**PREREQUISITES:** Weapon Focus (any heavy weapon), Strength 17

**BENEFIT:** You gain +2 to damage rolls when using a heavy weapons. Once per day you can fire a heavy weapon after moving.

## IMPROVED OVERWATCH

### COMBAT

**PREREQUISITES:** Overwatch, BAB +9

**BENEFIT:** You can temporarily force a target who thinks it's safe to move to think again. Improve the area that your Overwatch feat threatens to 120 ft. When a foe provokes an attack of opportunity due to Overwatch, you can make a combat maneuver check as part of your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy may take any remaining actions, but cannot move. You may make the normal number of attacks of opportunity you are allowed instead of the number allowed by Overwatch.

## IMPROVED TACTICAL SHOOTER

### COMBAT

**PREREQUISITES:** Tactical Shooter, BAB +9

While wielding a ranged weapon, a character with this feat threaten squares within 5 feet of him. He can make attacks of opportunity with that weapon. You do not provoke attacks of opportunity when making a ranged attack as an attack of opportunity.

## INTELLIGENT COMPROMISES

### SOCIAL

**PREREQUISITES:** Intelligence 13

**BENEFIT:** You can use your Intelligence in place of your Charisma for bribe, diplomacy, and plead maneuvers.

## JOURNEYMAN WEAPONSMITH

### CRAFT

**PREREQUISITES:** Weaponsmith, Craft (weapons) 9 ranks or Craft (firearm) 9 ranks

**BENEFIT:** When you craft a weapon of the weapon category you chose with the weaponsmith feat, you need to compensate 3 points less with weapon penalties when modifying it (example: You have 6 points worth of modifications. You only need 3 points worth of penalties). This replaces the benefit of Weaponsmith.

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## JUMP THE GUN

### COMBAT

**PREREQUISITES:** Weapon Focus (any spin-up weapon)

**BENEFIT:** You gain +2 to damage rolls when using a spin-up weapon. Once per day you can begin to fire without spinning up such a weapon.

## JUMPSTART

### PSI

**PREREQUISITES:** 7 PPI, Quick Draw, Intelligence 13

**BENEFIT:** A number of times per day equal to your Intelligence modifier, you can reallocate your PPI as a free action. This may not occur more than once per round.

## LOVELESS LANCER

### COMBAT

**PREREQUISITES:** Exotic Weapon Proficiency (heartsaber), BAB +9

**BENEFIT:** By paying 1 extra PPI for your heartsaber (by default, 6 total), you can give it the reach quality until the start of your next turn.

## MAG DOG

### COMBAT

**PREREQUISITES:** Weapon Focus (any magrail)

**BENEFIT:** You gain +2 to damage rolls when using a magrail weapon. Magrail weapons with a misfire of 1 do not misfire for you.

## MARKSMAN

### COMBAT

**PREREQUISITES:** BAB +1

**BENEFIT:** When shooting a firearm, treat all damage rolls of 1s on the die as if they were 2s instead.

## MASTER MARKSMAN

### COMBAT

**PREREQUISITES:** Marksman, BAB +9

**BENEFIT:** You gain +1 to all hit and damage rolls with firearms.

## MENTAL BARRIER

### COMBAT, PSI

**PREREQUISITES:** 12 PPI, Sensitivity Field, Intelligence 17

**BENEFIT:** By investing 2 PPI, you become immune to flanking in addition to the benefits of your Sensitivity Field feat.

## MENTAL EFFICIENCY TRAINING

### PSI

**PREREQUISITES:** Intelligence 10

**BENEFIT:** You gain +1 PPI.

## MENTAL MAZE

### PSI

**PREREQUISITES:** 7 PPI

**BENEFIT:** Once per day when you fail a Will save against a psi effect you may reroll the save and take the better result. In addition, you gain a +2 bonus on Will saves against all mind-affecting effects.

**MULTIPLE:** Each additional time you take this feat it gives you an additional reroll per day.

## MENTOR

### CRAFT, SOCIAL

**PREREQUISITES:** Social Bonus +5, Intelligence 15

**BENEFIT:** When making mentoring checks, you may use your full character level in place of your social bonus. Mentoring someone takes 1/2 the time (15 min) and the bonus lasts twice as long if it remains unused (48 hours).

## MIGRATORY WINDSTICK

### COMBAT

**PREREQUISITES:** On Wind On Wing, Weapon Focus (windstick)

**BENEFIT:** A windstick's thrown range increment increases to 30 ft. If a windstick misses its target, it has a 75% chance to return. If it does so, it returns to you at the end of your turn.

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## ON WIND ON WING

### COMBAT

**PREREQUISITES:** Weapon Focus (windstick)

**BENEFIT:** A windstick can be thrown at a range increment of 10 ft. If a windstick misses its target, it has a 25% chance to return. If it does so, it returns to you at the end of your turn.

## OVERCOME

### SOCIAL

**PREREQUISITES:** Warm Turkey

**BENEFIT:** You overcome your current drug habit.

## SIDEBAR>> RETRAINING FEATS

You can retrain feats like Warm Turkey (see Ultimate Campaign) after you overcome your drug addiction. You may do this when you next gain a bonus feat from increasing your level of experience.

## OVERWATCH

### COMBAT

**PREREQUISITES:** Combat Reflexes, BAB +5

As a standard action, a character may set up an overwatch. Until the start of your next turn, any enemy who moves (other than a 5 foot step) in an area within 60 feet provokes an attack of opportunity from you. You cannot make more attacks of opportunity using this feat than you would be able to make with your iterative attacks that you would be allowed using your base attack bonus. This can only be done with an automatic weapon.

## PASS THE BLADE

### COMBAT

**PREREQUISITES:** Weapon Focus (ribbon sword)

**BENEFIT:** While making a full-round attack with an unchanged ribbon sword, you can apply a psionic charge to the weapon as part of your first attack. By turning on and off the psionic charge you make your blade difficult to block against. Your first attack in a full-attack action is made against the target's flat-footed AC.

## PINJAVE MASTER

### COMBAT

**PREREQUISITES:** Weapon Focus (pinjave darts)

**BENEFIT:** When you make a ranged attack with a pinja, you can cause the dart to bank sharply and change its direction once during its flight. Select a square in which to make this change of direction. Use this square to determine the effects of cover and your own square to determine the effects of concealment.

## PLOTTER AND PLANNER

### SOCIAL

**PREREQUISITES:** Social Bonus +5, Charisma 13, Intelligence 13, Wisdom 13

**BENEFIT:** You downplay your emotions with the skill of a master poker player. You take 2 less Confidence damage (min 1) when you ignore social maneuvers.

## PSI HACK

### PSI

**PREREQUISITES:** 7 PPI, Use Technological Device 4 ranks

**BENEFIT:** By investing 1 PPI, you gain a +4 bonus on all Use Technological Device checks on necrotech.

## PSYCHIC DOMINATION

### COMBAT, PSI

**PREREQUISITES:** PPI 10

**BENEFIT:** Increase the DC of any psychic powers you have by +2.

**SPECIAL:** This feat does not stack with Ability Focus.

## PSYCHIC EFFICIENCY: ARMOR

### COMBAT, CRAFT, PSI

**PREREQUISITES:** Proficient with heavy armor or Body Over Mind

**BENEFIT:** Expending 1 PPI into an armor you are proficient in gives you DR 2/-.

**NORMAL:** Investing 1 PPI into your armor grants you DR 1/-.

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**PSYCHIC EFFICIENCY: NECROTECH  
COMBAT, CRAFT, PSI**

**PREREQUISITES:** Craft (necrotech) 5

**BENEFIT:** You gain 1 extra PPI that can only be expended to equip necrotech. This does not increase your PPI stat.

**PSYCHIC EFFICIENCY: WEAPONS  
COMBAT, CRAFT, PSI**

**PREREQUISITES:** Proficient with martial weapons

**BENEFIT:** Expending 1 PPI on weapon you are proficient in grants you +2 to damage rolls with that weapon.

**Normal:** Spending 1 PPI on a weapon grants you a +1 damage rolls with that weapon.

**RAT**

**SOCIAL**

**PREREQUISITES:** Social Bonus+5

**BENEFIT:** You gain a +2 bonus on bribe and plead maneuvers.

**RESISTANCE MITIGATION  
CRAFT, PSI**

**PREREQUISITES:** Craft (any) 5 ranks

**BENEFIT:** If the psychic resistance of the material you are crafting necrotech with is 2 or greater, reduce it by 1. If it is 4 or greater, reduce it by 2.

**RIOT CONTROL  
COMBAT**

**PREREQUISITES:** Weapon Focus (any weapon that deals non-lethal)

**BENEFIT:** You gain +2 to damage rolls when using a nonlethal weapon. A character with this ability takes no penalty when attempting to deal non-lethal damage with a weapon that normally deals lethal damage.

**ROAST MASTER  
COMBAT**

**PREREQUISITES:** Weapon Focus (any weapon that uses energy as its ammo)

**BENEFIT:** You gain +4 to damage rolls when using a weapon that employs energy as its ammo type.

**SAWTOOTH SABER STRIKE  
COMBAT**

**PREREQUISITES:** Weapon Focus (sabersaw)

**BENEFIT:** A critical hit with a sabersaw wielded by a character with this feat causes a superficial scar. To remove this scar, it requires a simple cosmetic surgery (Craft (necrotech) DC 20, 2 hour duration, cost 10 resource).

In addition, damage from a bleeding effect caused by a sabersaw does not heal normally or stop bleeding until healed. It requires a DC 20 Heal check to stop any bleeding caused by a sabersaw.

**SCATTER SHOOTER  
COMBAT**

**PREREQUISITES:** Weapon Focus (any scatter weapon)

**BENEFIT:** You no longer suffer the -2 penalty on attack rolls per target with your scatter weapon and gain a +1 to damage rolls when using such a weapon.

**SENSITIVITY FIELD  
COMBAT, PSI**

**PREREQUISITES:** 7 PPI, Dodge, Intelligence 13

**BENEFIT:** By investing 1 PPI, you gain a +2 insight bonus on all Reflex saves and once per day you can benefit from the evasion class feature (as described in the rogue's entry in the Pathfinder Core Rulebook).

**SHARK SENSES  
PSI**

**PREREQUISITES:** 7 PPI, Perception 3 ranks

**BENEFIT:** By investing 1 PPI, you gain a limited sense akin to the electromagnetic sensory organ sharks have, though it only picks up on psychic activity. While you have that PPI invested, you gain blindsense 10 ft. Only creatures with a PPI value appear.

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## SHARP MIND

### PSI

**PREREQUISITES:** 7 PPI, either Browbeating or Weapon Focus, BAB +3, Wisdom 13

**BENEFIT:** When you confirm a critical with any weapon you have at least 1 PPI invested in that you also have Weapon Focus in (or Browbeating for unarmed attacks), you can deal 1d4 point of bleed damage with that attack. This bleed damage lasts for a number of rounds equal to amount of PPI invested in the weapon.

## SHARP SHOOTER

### COMBAT

**PREREQUISITES:** Weapon Focus (any weapon with a range increment over 100 ft.)

**BENEFIT:** Once per day, you may re-roll a roll to hit or a failed critical confirmation roll with the weapon you have Weapon Focus.

## SKILLED LEADER

### SOCIAL

**PREREQUISITES:** Social Bonus +5, Charisma 13

**BENEFIT:** You gain a +2 bonus on tactical guidance maneuvers and +2 to the total number of rounds your teamwork feats last for.

## SLAG DOG

### COMBAT

**PREREQUISITES:** Weapon Focus (any slag weapon)

**BENEFIT:** You gain +2 to damage rolls when using a weapon with the slag quality. When you “splash” someone with a slag weapon the damage improves to 1d8 rather than 1d6.

## SLEEPING RETH

### COMBAT

**PREREQUISITES:** Weapon Focus (stalkingline)

**BENEFIT:** When using a stalkingline, as a swift action you can select 2 adjacent squares to lay your stalking line in. One of the squares must be adjacent to you. The second square may be no more than 10 feet away from you. When any enemy moves through either square you can make an attack of opportunity. This attack of opportunity does not detract from the maximum number of attacks of opportunity you can make this round.

## SOCIAL CLIMBER

### SOCIAL

**PREREQUISITES:** Social Bonus +5

**BENEFIT:** You gain a +1 position category.

## SOCIAL SHARK

### SOCIAL

**PREREQUISITES:** Social Bonus +5

**BENEFIT:** You get a +2 bonus on intimidate and muckraking maneuvers.

## SUAVE GENT/VIXEN

### SOCIAL

**PREREQUISITES:** Social Bonus +5, Charisma 15

**BENEFIT:** You get a +2 on social maneuvers against characters of the opposite gender who would find you attractive based on their own preference in gender (It doesn't matter if they DO like you, just if you are of the correct gender).

## SYSTEM SHOCK

### COMBAT, PSI

**PREREQUISITES:** 7 PPI, either Browbeating or Weapon Focus, BAB +3

**BENEFIT:** When you confirm a critical with any weapon you have at least 1 PPI invested in that you also have Weapon Focus in (or Browbeating for unarmed attack) you can deliver 1d6 points of electricity damage with that attack.

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## T'JEK GURU

### COMBAT

**PREREQUISITES:** T'jek class feature, BAB +5

**BENEFIT:** You gain +3 T'jek points. When your BAB equals +10 or more, you gain an additional 2 for a total of +5 T'jek points.

## TACTICAL SHOOTER

### COMBAT

**PREREQUISITES:** Weapon Focus (any firearm)

**BENEFIT:** A character with this feat does not provoke attacks of opportunity when he makes a ranged attack in melee range of another character with any weapon he has taken Weapon Focus in.

## TRIUMPH OF BLADES

### COMBAT

**PREREQUISITES:** Dueling Hearts, Exotic Weapon Proficiency (heartsaber)

**BENEFIT:** You may equip a 3rd heartsaber. You must be able to maintain a 3rd concentration check per round in order to use the 3rd heartsaber. While fighting with 3 heartsabers, the penalty to making attacks with other weapon is multiplied by 3 (the default penalty is -4, so it becomes -12).

## VETERAN WEAPONSMITH

### CRAFT

**PREREQUISITES:** Journeyman Weaponsmith, Craft (weapons) 15 ranks or Craft (firearm) 15 ranks

**BENEFIT:** When you craft a weapon of the weapon category you chose with the Weaponsmith feat, you need to compensate 5 points less with weapon penalties when modifying it (example: You have 6 points worth of modifications. You only need 1 point worth of penalties). This replaces the benefit of Journeyman Weaponsmith.

## WARM TURKEY

### SOCIAL

**PREREQUISITES:** None

**BENEFIT:** Your current drug habit cannot progress any farther.

## WEAPON COLLECTOR

### COMBAT

**PREREQUISITES:** BAB +3

**BENEFIT:** You gain +1 to your Tech Level for the purposes of determining what melee weapons you can equip.

**MULTIPLE:** You may take this feat multiple times and the effects stack.

## WEAPONSMITH

### CRAFT

**PREREQUISITES:** Craft (weapons) 5 ranks or Craft (firearm) 5 ranks

**BENEFIT:** Select a weapon group as defined by the sentinel's weapon training class feature. When you craft a weapon of that category with the weapon modification rules you need to compensate 1 point less with weapon penalties (example: You have 6 points worth of modifications. You only need 5 points worth of penalties).

**MULTIPLE:** A character may take this feat multiple times. Each time it applies to a number of weapon groups equal to the character's Int mod.

## WHEELER AND DEALER

### SOCIAL

**PREREQUISITES:** Social +5

**BENEFIT:** You get a +2 bonus on convince and barter maneuvers.

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## STYLE FEATS

### FLURIX

Flurix is an exotic martial art developed on an exile shard. It uses constant highspeed staff spinning to not only deliver punishing blows, but ward off incoming attacks. Always moving, a practitioner of flurix (simply called a “flurix”) looks as if they are performing an exotic dance while fighting.

**WEAPONS:** Double bladed sword, quarterstaff, and other weapons with the double quality

### FLURIX

#### COMBAT, STYLE

**PREREQUISITES:** BAB +5, Dexterity 15

**BENEFIT:** A flurix can spin a staff incredibly fast and dexterously. When in this stance, a flurix gets a +2 shield bonus to his AC.

### FLURIX SPIN

#### COMBAT, STYLE

**PREREQUISITES:** Flurix, Whirlwind Attack

**BENEFIT:** A flurix can make a whirlwind attack as a standard action but deals minimum damage with each attack.

### SPINNING MOMENTUM

#### COMBAT, STYLE

**PREREQUISITES:** BAB +9, Flurix, Dexterity 17

**BENEFIT:** As a swift action, a flurix can build up momentum. A flurix with momentum can make a bull rush attempt as part of a successful attack once per round. Momentum applies only if the next action taken by the flurix is an attack action. Once used to make a bull rush, the flurix loses his momentum.

Alternatively, a flurix may use his momentum to gain a +2 bonus on his damage roll with his attack.

### SIDEBAR>> WEAPONS USED WITH STYLE FEATS

Any feat with the style tag may only confer its benefits to one of that style’s weapons.

### IRON HEART

Self-described as “the hero’s martial art”, this highly theatrical martial art employs a great deal of bluster and bravado backed up by some serious science. Through a special sort of psionic focus that can only be summoned through the inner flame of passion, a practitioner may augment his physical form with psionic energy.

**WEAPON:** Unarmed strike

### IRON HEART

#### COMBAT, STYLE

**PREREQUISITES:** Charisma 13, Improved Unarmed Strike

**BENEFIT:** On a critical hit, a practitioner of this style adds his Charisma bonus to his damage roll. In addition, your unarmed strikes have a critical threat range of 19-20.

**SPECIAL:** This feat’s benefit does not stack with Improved Critical.

### BLUSTERING BRAVADO

#### COMBAT, STYLE

**PREREQUISITES:** Iron Heart, Charisma 15

**BENEFIT:** As part of a full attack action you may make an inspire or intimidate social maneuver.

### GREAT JUSTICE PUNCH

#### COMBAT, STYLE

**PREREQUISITES:** Iron Heart, Charisma 19

**BENEFIT:** When using a full-round action, you can use your social maneuver bonus in place of your base attack bonus and your Charisma instead of your Strength.

### PASSION OF THE INNER FIRE

#### COMBAT, STYLE

**PREREQUISITES:** Endurance, Iron Heart, Charisma 15

**BENEFIT:** Once per day, as an immediate reaction you may restore yourself 3 x your Charisma modifier hp. You let out a spirited yell when you do so.

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## JAK PA

Developed by the Prime Bloodline, the martial art of Jak Pa is a form of medical art that is designed to impart maximum damage to the human body through an expert knowledge of anatomy. A practitioner of Jak Pa is simply called a Jak Pa. The distinctive opening stance of a Jak Pa has earned the style the nickname, "the art of arrogance". A practitioner keeps his hands behind his back and faces his opponent with his chest towards them. Like striking cobras, a Jak Pa's arm lashes out and quickly returns from whence it came between strikes. Many swinging strikes use outstretched thumbs like nails to hammer home punishing nerve strikes.

WEAPONS: Bone scalpel, sin'ja, unarmed strike

## JAK PA

### COMBAT, STYLE

PREREQUISITES: Heal 5 ranks

BENEFIT: When you make an attack against your opponent, you can make a Heal check as well to add an additional effect when you confirm a critical hit or take a full-round action to do so. The effect imparted lasts until the end of the target's next turn unless they make a Fortitude save (DC 10 + 1/2 character level + Wisdom modifier).

- Shaken (DC 20)
- Fatigued (DC 25)
- Stunned (DC 30)
- Blinded (DC 30)

## SURGICAL ACCURACY

### COMBAT, STYLE

PREREQUISITES: Jak Pa, Heal 9 ranks

BENEFIT: You gain a +4 to confirming critical hits when using Jak Pa. In addition the save DC of your Jak Pa's additional effect increases by 2.

SPECIAL: This feat's benefit stacks with Critical Focus. This feat's benefit does not stack with Ability Focus.

## PARALYZING STRIKE

### COMBAT, STYLE

PREREQUISITES: Jak Pa, Heal 9 ranks

BENEFIT: You add to your repertoire with Jak Pa:

- Nauseated (DC 30)
- Exhausted (DC 35)
- Paralyzed (DC 40)

In addition you can confer an additional effect with a single attack made as a standard action.

## MAN QUAN WING CHUN

(*Lit. "Slow Fist"*)

Developed by wing chun (and changquan as well) masters who saw a new opportunity to develop a low/zero gravity martial art. Adopted by many militaries, elements of basic man quan are now apparent in most martial disciplines. However, those who study man quan have developed impressive control over not only their body in zero gravity but over their spiritual awareness. Man quan teaches a oneness with all things that is exemplified by space.

WEAPONS: Mantis hook, unarmed strike

## MAN QUAN

### COMBAT, STYLE

PREREQUISITES: Dexterity 13, Wisdom 13, Fly 5 ranks

BENEFIT: While in this style, you always count as if you are next to a solid surface for the purposes of moving in zero gravity. Your damage is never reduced when making unarmed strikes in zero gravity.

## SLOW FIST

### COMBAT, STYLE

PREREQUISITES: Man Quan, Fly 9 ranks

BENEFIT: If you successfully deal damage to an opponent using this style, you may make a CMB check to move that opponent back 5 feet. If you are fighting in a zero gravity environment and your target is not next to a solid surface you automatically succeed at the combat maneuver check.

SPECIAL: This technique has no effect against a character in man quan stance.

## WING CHUN COUNTER-STRIKE

### COMBAT, STYLE

**PREREQUISITES:** Man Quan, BAB +5

**BENEFIT:** With its roots in wing chun (made famous by Bruce Lee and Ip Man), man quan has a distinct defensive ability. It uses a very unique set of practical intercepting and retaliatory blocks and strikes.

Counter-strike allows the man quan practitioner to strike while the enemy is striking him. As an immediate action in response to an attack roll being rolled, he can make an attack roll as well. After both the attacker and the man quan practitioner have both rolled their attack rolls, if they would both hit their target (i.e if they have hit each other) they both make an opposed initiative roll. If the results are within 5 of each other, both attacks land (the higher number landing "first"). If one of the attackers' initiative check is more than 5 below the others', that attack does not hit.

### SIDEBAR>> SWIFT ACTIONS

Remember, an immediate action takes up a swift action on your next turn and can only be performed once in a round. This ability can be used to counter-strike attacks of opportunity.

## GRAVITY PUNCH

### COMBAT, STYLE

**PREREQUISITES:** Man Quan, Fly 9 ranks

**BENEFIT:** When you confirm a critical hit with an unarmed strike, you cause a creature to take a -4 to all Fly checks until the end of its next turn and they are treated as if they were not next to a solid object until the end of their next turn.

## SABART

The logical progression of fencing. Where once it was reduced to a simple sport, it has returned to its bloody roots. Sabart (the word is a bastardization of the words "Saber" and "Art") is traditionally practiced by the blue bloods on the core worlds. A series of hyper-codified movements are modularly designed to set up an opponent for their downfall. Sabartists think two, three, or even four moves ahead with their strikes. Not every attack they make is designed to hit, but instead it is designed to put an opponent in the perfect position for a future strike.

**WEAPONS:** Dao, katana, jian, saw-toothed saber, ribbon sword, rapier

## SABART

### COMBAT, STYLE

**PREREQUISITES:** BAB +5, Intelligence 13

**BENEFIT:** A sabartist may take a -5 to any given attack as part of a full attack action. Every time he misses a creature, that creature gets -1 to its AC until the sabartist successfully hits it. The penalty is only applied to attacks made by the sabartist (not his allies) and lasts until the sabartist successfully hits the creature or 3 rounds pass since the last time the sabartist missed the target. The penalty to the creature's AC may never exceed the sabartist's Intelligence bonus.

## SABART FLOURISH

### COMBAT, STYLE

**PREREQUISITES:** Sabart, BAB +7, Intelligence 15

**BENEFIT:** As a full attack action, a sabartist can choose to miss all of his attacks. This is called a sabart flourish. If he does so, his target gets a -2 to his AC for each of his attacks that he misses until the start of the sabartist's next turn.

## SABART SAVANT

### COMBAT, STYLE

**PREREQUISITES:** Sabart, BAB +9, Intelligence 17

**BENEFIT:** The penalty to the creature's AC with the sabart style is now limited to twice the sabartist's Intelligence bonus.

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## SYNCHRO

A unique martial art was developed as a result of the extensive training of the sentinels. Known originally as "Tactical Form 42" it has become known as "Synchro". By using a codified martial art, a pair of martial artists who both know synchro can attack and defend as one. The martial art defines several role relationships and areas "owned" by each of the martial artists. By employing simple straightforward but effective moves, they can become more than the sum of their parts.

WEAPON: Any melee weapon

## SYNCHRO

COMBAT, STYLE, TEAMWORK

PREREQUISITES: BAB +5, Social Bonus +5

BENEFIT: When you enter this style, decide on a synchro partner. Your synchro partner must be a character who is also in this style and selects you as his synchro partner. When you are adjacent to your synchro partner, you gain a +2 circumstance bonus to your AC. In addition, you both take your turns at the same time using the lower initiative of the pair. You may also end your turn in the same square as your synchro partner and do not have to squeeze. If you ever end your turn without being adjacent to your synchro partner, these bonuses do not apply.

When in the synchro style you may define one attack pattern you are using. You and your partner must both select the same attack pattern to gain that attack pattern's benefit.

## ATTACK PATTERN: ALPHA

COMBAT, STYLE, TEAMWORK

PREREQUISITES: Synchro

BENEFIT: When an attack hits you while employing this attack pattern, your synchro partner can elect to make a single attack as an immediate reaction. This attack resolves after your enemy's does.

In attack pattern: alpha, each synchro partner watches intentionally exposed weak spots in the stance of the other so that they can strike when the opponent moves to exploit the perceived opening.

## ATTACK PATTERN: BETA

COMBAT, STYLE, TEAMWORK

PREREQUISITES: Synchro

BENEFIT: When adjacent to your synchro partner and you both make the same kind of attack action against the same creature while employing this attack pattern, you get a +2 circumstance bonus to hit on all attacks (this stacks with the bonus from the synchro style).

In attack pattern: beta you and your partner launch coordinated, simultaneous attacks against the target to overwhelm them.

## ATTACK PATTERN: DELTA

PREREQUISITES: Synchro

COMBAT, STYLE, TEAMWORK

BENEFIT: Define each synchro partner employing this attack pattern as either being the sword or the shield. The sword gets a +2 bonus to hit but a -4 to AC and the shield gets a +2 bonus to their AC but a -4 to hit. Attacks that target the sword have a 50% chance to target the shield if the sword was the intended target. The shield cannot make melee attacks. In this attack pattern, one partner focuses totally on damage mitigation while the other furiously attacks with certain predetermined attack patterns that the shield is trained to defend.

## PEER PRESSURE

SOCIAL, STYLE, TEAMWORK

PREREQUISITES: Synchro

BENEFIT: Whenever you are in the same social combat as an ally who also has this feat, you receive a +2 competence bonus to your Social Maneuver Bonus when attempting the same social maneuver against the same creature as your ally did on his last turn. This bonus increases to +4 if the creature you are targetting with the maneuver is of a higher position category than both you and your ally. You are not required to be in synchro stance to benefit from this feat.

## SUPPORT NETWORK

SOCIAL, STYLE, TEAMWORK

PREREQUISITES: Synchro

Whenever you are in the same social combat as an ally who also has this feat, you receive a +2 competence bonus to your Social Maneuver Defense. This bonus increases to +4 if the creature attempting the maneuver is of a higher position category than both you and your ally. You are not required to be in synchro stance to benefit from this feat.

## FIRETEAM MEMBER

COMBAT, STYLE, TEAMWORK

PREREQUISITES: Synchro

BENEFIT: When an ally with this feat is adjacent to you and has an unloaded weapon, you may reload their weapon. You are required to be in synchro stance to benefit from this feat but the beneficiary does not need to be your synchro partner.

## TEN TARGETS

Developed for use by gunslingers, ten targets is a military firearm discipline that never requires a soldier to let go of his gun. With the advent of boneskin, soldiers often found themselves in melee combat. Taking their inspiration from old bayonet drills, they developed a style specifically for these close-quarter situations.

WEAPONS: Any non-heavy one or two-handed firearm

## TEN TARGETS

COMBAT, STYLE

PREREQUISITES: Proficient with firearms, BAB +5, Dexterity 13

BENEFIT: A firearm count can count as a melee weapon to you. It has the weapon profile of a shortsword that deals bludgeoning damage. Switching between melee and ranged profile for the weapon is a swift action.

## RANGE BURST

COMBAT, STYLE

PREREQUISITES: Ten Targets, BAB +7

BENEFIT: Because of your ten targets training, you are adept at combining your melee and ranged attacks. You no longer provoke attacks of opportunity with firearms when making ranged attacks.

## BULLET FIST

COMBAT, STYLE

PREREQUISITES: Ten Targets, BAB +9

BENEFIT: You are able to make unarmed attacks while holding a firearm at no penalty. In addition, on a successful critical confirmation with either an unarmed attack you make while holding your firearm or with the melee weapon profile granted to you by Ten Targets, you may additionally roll damage as if you had also hit with your ranged attack. This extra damage is not multiplied by the critical hit. Doing so consumes one round of ammo as if you had fired the weapon.

SPECIAL: If you are using this feat with a spin-up weapon, the weapon must be spun up to benefit from this feat.

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## CAMPAIGN TRAITS

### ADOPTED

#### TRAIT

**BENEFIT:** You are a man of two cultures. You were born a member of one culture or race and raised by a member of another. Many times, these adopted people feel like they don't belong anywhere despite having two homes. A character with this trait may elect to count as a member of both races for the purpose of qualifying for classes (example: "Exile and Magdaline Welshen" or "Firstborn and Exile"). An adopted character always gains a -1 position category when dealing with members of either race. When determining your racial characteristics you may select from either of your two races.

A GM may elect to disallow certain racial adoptions depending on the campaign. An adopted character may be adopted later in life but this is even more rare. In order for a character to qualify for this trait, they must have spent a significant amount of time in both cultures. This trait should have significant roleplaying implications in game. (Example: A Welshen sentinel might be mistrusted, an Exile qu'em may find themselves fiercely discriminated against, and a Prime Bloodline mortis may encounter significant resistance.)

A partially Welshen character is still subjected to the Welshen taboo on ranged weapons, though they may simply choose to ignore it. This may endanger their potential relationships with other Welshen who will take note of this.

Many times Prime Bloodline only classes, such as the mother diplomat archetype, generally will not allow adopted characters to join them due to the requirement of a specific genetic code.

## CELEBRITY

#### TRAIT

**BENEFIT:** You are famous and everyone knows your name. You gain a +1 position category and +1,000 starting resource. The lime light is not all its made out to be. People making any related Knowledge checks on you gain a +4 bonus. Nothing in your life is secret and as such you attract a lot of attention in public. There is a significant chance (50%) per day that someone will recognize you in public. In more densely populated urban environments (such as a core world city) the chance is even higher (<75%). This attention is generally unwanted (signing autographs, annoying fans, someone asking you to say a famous line, etc.) and time consuming.

## DRIFTER

#### TRAIT

**BENEFIT:** Your life has lead you down a thousand roads and most of them have were dead ends. However, you have seen more than most. You gain +2 skill points per level (example: 2 + Intelligence = 4 + Intelligence). In addition, you have a habit, intentional or otherwise, of staying off the grid and not making your life public. Any Knowledge checks to identify you or your background are made at a -4 penalty. A life on the road and off the grid doesn't offer much in terms of money, however. Life has been hard. You start with 50% less starting resource. In addition, reduce the amount of money granted to you by any class feature other than black market connections is reduced by 25%.

## IVORY TOWERS

#### TRAIT

**BENEFIT:** You have progressed to an advanced level in one or more fields. Select one Knowledge skill. The maximum number of ranks you can invest into that skill is equal to your level + 3. In addition, you treat all Knowledge skills as class skills. However, you have sought the academic truth over real world experience. You take a -1 penalty to either Wisdom or Charisma.

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## JUNKYARD TINKER

### TRAIT

PREREQUISITES: Exile

BENEFIT: You spent your youth poking around the more civilized travelers to your world and their technology. You gain +1 Tech Level, essentially offsetting your race's natural detriment.

## KNIFE BARON

### TRAIT

PREREQUISITES: Welshen, non-qu'em

BENEFIT: While you did not become a qu'em, you have prodigious skill with a knife. You gain +1 bonus to hit and damage rolls when using a Welshen war knife. If a character with this trait becomes a qu'em they do not gain a benefit from this trait.

## LOST LA'AMB

### TRAIT

PREREQUISITES: Welshen

BENEFIT: Your family is Welshen, but you have spent years away from the homefleets on one of the agricultural worlds. You spent your youth with many non-Welshens. You gain the "taboo breaker" racial feature from the Magdaleeno clan, but get a -1 position category when dealing with other Welshen.

## MAN OF GOD

### TRAIT

BENEFIT: Your character's life is dedicated to a specific religion. Perhaps you are a guru or a new age healer. Maybe you have founded a small cult of personality, or are a registered member of the Yearners. Whatever the case, you are shielded by your faith. You receive a +2 sacred bonus to your social bonus. When dealing with members of your specific religion, you gain a +2 bonus to your position category. In addition you, without being aware of it, receive a +1 sacred bonus to your AC. Maybe this is the work of a higher power, maybe it is karma, maybe it is just a healthy respect for your own life. Whatever the case, you have a certain kind of divine luck about you.

Religion has its own implications though. As a roleplaying requirement, a character with this trait must actively attempt to teach his religion and attempt to convert/save as many people as possible. This can be as subtle as offering to lead a minyan for all the practicing Jews on every space station you arrive at, or as overt as actively chastising "sinners" on a regular basis. Please keep in mind that religion can be a touchy subject and making a mockery (in game and out) of it tends to ruffle some feathers.

## MILITARY BACKGROUND

### TRAIT

BENEFIT: You have a background involving the military. You become proficient with 3 additional martial weapons and one heavier type of armor that your first class was proficient with (Light -> Medium -> Heavy -> All Shields). Once you go to war, a part of you always stays behind. You lack the refinement of civilian life and take a -1 penalty to your Charisma.

## NECROMANTIC LICENSE

### TRAIT

PREREQUISITES: Non-Welshen

BENEFIT: You are legally allowed to practice necromancy. You owe 30% of all profit from your necromantic endeavors to the Necromancers' Guild.

## PSYLORD SCION

### TRAIT

PREREQUISITES: PPI 7 or higher, non-Prime Bloodline

BENEFIT: You gain +1 to your base PPI. Your parents were psylords of a powerful family that has a history of producing psychics. You are the latest in a long, proud and influential line.

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## SILVER SPOON

### TRAIT

**BENEFIT:** You were born to a life of privilege and money. You gain 10% more starting resource and +1 position category. A life where everything is given to you has made you soft or superficial. You gain a -1 penalty to either Strength or Intelligence.

## SOCIOPATH

### TRAIT

**PREREQUISITES:** Evil

**BENEFIT:** You use your Intelligence in place of your Charisma on all social maneuvers when calculating your SMB. Characters who attempt a plead social maneuver to be shown mercy automatically fail against you. Your alignment can never shift from evil. You are biologically incapable of showing remorse and have poor behavioral control.

## SPACEBORN

### TRAIT

**BENEFIT:** Having been born and raised in space, probably a ship or space station, you gain a +2 racial bonus on all Fly checks to move in zero-g. In addition, you always count as being next to an object for the purposes of moving in zero-g.

## STARVING ARTIST

### TRAIT

**BENEFIT:** You are an artist of some repute. Your life has been spent performing one kind of artistic endeavor or another. Select one type of performance you can make with the Perform skill. The maximum number of ranks you can invest into that skill is equal to your level + 3. In addition, you always treat Perform and Profession as class skills. However, you invest all your time, savings, and effort into your work. You start with 25% less starting resource and must spend money on your Performance on a regular basis (generally about 5-10% of profit you make).

## URCHIN

### TRAIT

**BENEFIT:** You are a product of your circumstances. Your story is something like "Mommy left and daddy was an abusive drunk". Get over it. Life sucks. It doesn't wait for you to get up to stop beating you. You have graduated from the school of hard knocks summa cum laude. You always treat Sleight of Hand and Stealth as class skills. In addition, you can utilize the sneak attack class feature of the rogue (see chapter 3 of the Pathfinder Core Rulebook) 3/day. This extra damage is equal to +1d6 and never grows from there. In exchange, you start with -50% resource. Often times a urchin will not be of lawful alignment and good alignments are rare to see. Most are neutral or evil if they have turned to a violent way of life.

## CHAPTER 7: SOCIAL COMBAT

Necropunk is a world of political subtlety and social decorum. This emphasis on the social rather than the martial has lead us to create a social combat system.

### CHANGES

**Bluff, Diplomacy, and Intimidate are no longer skills.**

During combat (social or martial), you can attempt to perform a number of maneuvers that can impact your foe or bolster your allies, including diplomacy, intimidate, muckrake, support, convince, barter, plead, bribe, and inspire. Although these maneuvers have vastly different results, they all use a similar mechanic to determine success.

### CONFIDENCE

Everyone has a level of social Confidence. This is similar in many ways to hp for social situations. **A character has their HD x Wisdom modifier in Confidence.** Characters with a Wisdom modifier lower than 1 are counted as having 1 for the purposes of Confidence gained. Confidence is recovered quickly however, and heals at a rate equal to the character's Wisdom modifier per

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round (min 1). Confidence is restored at the start of a character's turn. Confidence can go below 0 (potentially infinitely) and it recovers at its normal rate. A character with 0 or less confidence cannot make social maneuvers until they are at 1 or above.

## SOCIAL BONUS

A character's social bonus is their ability to articulate their point and the force with which they speak. This is most often used in calculating social maneuver bonus and defense. Its parallel in the martial combat system is a character's base attack bonus.

## SIDEBAR>> PARALLELS

(Social = Martial)

**Wisdom = Constitution**

**Intelligence = Dexterity**

**Charisma = Strength**

**Confidence = HP**

**SMB = CMB**

**SMD = CMD**

**Social Bonus = Base Attack Bonus**

## SOCIAL MANEUVER BONUS

Each character and creature has a social maneuver bonus (or SMB) that represents its skill at performing social maneuvers. A creature's SMB is determined using the following formula:

**SMB = Social bonus + Charisma modifier + special position modifier**

## SPECIAL POSITION MODIFIER

Some characters have a special relationship to each other due to a political, religious, military, or other social position that puts them "above" the common man. At 1st level a character's social standing always starts out as "average", but can improve due to feats, class features, or even plot.

**Abhorred -8, Toxic -4, Low Standing -2, Unknown -1, Average +0, Important +1, Exalted +2, Honored +4, Worshipped +8.**

Some feats and abilities grant a bonus to your SMB when performing specific maneuvers.

## SIDEBAR>> CHARISMA OR INTELLIGENCE?

Each maneuver indicated what mental stat the SMB uses. Charisma is generally used for political maneuvering, while Intelligence tends to be used more often in maneuvers that impart some sort of direct bonus to allies. By default, SMB uses Charisma unless noted that it uses Intelligence.

## PERFORMING A SOCIAL MANEUVER

When performing a social maneuver, you must use an action appropriate to the maneuver you are attempting to perform. Using a social maneuver in a combat that is not strictly social provokes an attack of opportunity from the target of the maneuver unless otherwise noted. A social maneuver takes a full-round action unless otherwise stated. Social maneuvers do not work on mindless creatures or creatures with Wisdom or Intelligence scores below 6. A creature must be able to hear and comprehend you in order for a social maneuver to work.

When you attempt to perform a social maneuver, roll a d20 and add your SMB in place of your normal social bonus. Add any bonuses you currently have on social rolls due to equipment, feats, and other effects. The DC of this maneuver is your target's Social Maneuver Defense.

## SOCIAL MANEUVER DEFENSE

Each character and creature has a social maneuver defense (or SMD) that represents its ability to resist social maneuvers. A creature's SMD is determined using the following formula:

**SMD = 10 + Social bonus + Charisma modifier + Intelligence modifier + special position modifier**

Some feats and abilities grant a bonus to your SMD when performing specific maneuvers.

## DETERMINE SUCCESS

If your social roll equals or exceeds the SMD of the target, your maneuver is a success and has the listed effect.

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## CRITICAL SUCCESS AND FAILURE

Rolling a natural 20 while attempting a social maneuver is always a success, while rolling a natural 1 is always a failure. On the roll of a natural 20 a social maneuver that deals confidence damage deals twice the normal amount.

## WIN/LOSE CONDITIONS

A social combat is won or lost by the main point. The main point of contentment is decided upon at the start of a social combat ("Should we or should we not build a spaceport here?"). It can be general and it is up to the GM when the point is resolved. There are two ways to reach a resolution. By using the "convince" maneuver on characters with 0 or lower Confidence you can force them to give in to your point. The other way is far simpler- simply make a good case that they agree to.

## BARTER (CHARISMA)

A bartering maneuver is used to make a legitimate business deal or offer look more reasonable and attractive to someone. A successful maneuver means that someone will agree to sell or buy wares at + or -20% of their price if they would have agreed to sell at the base price and if it seems logical to do so. A deal like this may require you to offer them something else in return (buying several at once, offering to market the wares, etc.). This social maneuver can also be used to cause a character to sell wares that they would not normally be willing to sell such as restricted gear. This maneuver targets a single creature. A character may ignore this success by taking Confidence damage equal to your Charisma modifier.

## BRIBE (CHARISMA)

A bribery maneuver is used to make the acceptance of a bribe seem more palatable. A successful check means that your target accepts a bribe you offer. This maneuver targets a single creature. A character may ignore this success by taking Confidence damage equal to your Charisma modifier. A creature of lawful alignment gets a +2 bonus to their SMD vs this maneuver. A creature of chaotic alignment gets a -2 bonus to their SMD vs this maneuver.

## CONVINCE (CHARISMA)

A convincing maneuver is used to make a lie seem more palatable to be swallowed or a hard to believe idea you present seem more feasible. A successful check means that all who hear the idea either believe it disregard it or never say anything about it. When dealing with a hard to believe situation a successful check means people agree to explore it and give it credence temporarily (this does not mean they will just accept the fact that you are a time traveler). This maneuver targets all creatures in the combat. You must make a single roll and compare it to the SMD of each creature individually. However, a character may ignore this success by taking Confidence damage equal to your Charisma modifier. When using the convince maneuver on characters with 0 or lower Confidence you can force them to give in to your point.

## DIPLOMACY (CHARISMA)

A diplomacy maneuver is used to make a *legitimate* offer of compromise seem more agreeable. A successful check means that all who hear it will agree to the compromise. This maneuver targets all creatures in the combat. You must make a single roll and compare it to the SMD of each creature individually. However, a character may ignore this success by taking Confidence damage equal to your Charisma modifier. Anyone who is more than one position category higher than you ignores this maneuver and counts as automatically passing it.

## INSPIRE (CHARISMA)

An inspirational maneuver is used to make a dangerous action seem like a good idea. It goes down easier with a kind word and an inspiring speech. A successful check means that non-enemies (allies and neutral creatures) who hear an idea that could lead to physical injury/legal trouble treat the idea as more favorable. This maneuver targets all creatures in the combat. You must make a single roll and compare it to the SMD to each creature individually. However, a character may ignore this success by taking confidence damage equal to your Charisma modifier. The SMD of a creature improves by 2 for each alignment step a creature is different from you.

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Alternatively, a character may attempt to dispel a fear-based effect with an inspire maneuver. This effect targets a single creature. The SMD of a creature improves by 0 if they are shaken, 2 if they are frightened, and 4 if they are panicked or cowering.

### **INTIMIDATE (CHARISMA)**

An intimidation maneuver is used to make a threat seem more convincing. A successful maneuver means that a single opponent will acquiesce to a single demand. This is easier to do when it is backed up by violence (either socially or martially). A character may ignore this success by taking confidence damage equal to your Charisma modifier. You can attempt to threaten anyone, regardless of their position category.

A character who does not have a threat of violence takes a -20 penalty to an intimidate attempt. A character with a minor threat (balled fists, vague promises of retribution, etc.) gets a -10 penalty. A character with sufficient threat of violence (a big burly bodyguard cracking his knuckles behind you, a magrail rifle aimed at your opponent, the position and authority to ruin his career, etc.) has no penalty. A character with an excessive threat of violence (a ship with its cannons leveled at the target, an army of sentinels with raised weapons, the governor of a world backing you up, etc.) gains a +5 bonus to intimidation maneuvers. A character who fails to follow through with the threat of violence, at least partially, takes a permanent -2 penalty to all future attempts to intimidate that target. This penalty stacks with itself. An intimidate maneuver counts as a fear effect.

### **MENTOR (INTELLIGENCE)**

A mentoring maneuver is used to grant an allies insights when making a Craft skill check. A successful maneuver means that all who hear your lecture are granted an insight bonus to a single Craft check. The insight bonus granted is equal  $1/2$  your ranks + your Intelligence modifier in the relevant Craft skill. This lasts until used or for 24 hours, whichever comes first. A character may only have one insight bonus from this social

maneuver at any given time. If it is applied a second time the character may decide which bonus to retain. A character must have at least 3 ranks in the relevant Craft skill to mentor and the mentee must have at least 1 rank. A character who is being mentored must have less ranks than the mentor in the subject matter. Mentoring someone takes 30 minutes, though the check can be applied to any number of creatures who listen. This maneuver targets all creatures who care to learn. You must make a single roll and compare it to the SMD of each creature individually to see if they retain the information.

### **MUCKRAKING (CHARISMA)**

Muckraking someone makes a target and their idea look more disreputable. A successful maneuver means everyone else perceives them as being of a lower status than they really are. This maneuver targets a single creature. You must make a single roll and compare it to the SMD of the creature. They move 1 position down +1 for every 5 that you beat their SMD by. This effect lasts for 1 round per Charisma modifier (minimum 1). However, a character may ignore this success by taking Confidence damage equal to your Charisma modifier +2 per step they are reduced beyond the first (example: Fall 3 steps and take the character's Charisma + 4 Confidence damage). You can only attempt a muckraking maneuver against an opponent who is no more than 1 position category higher than you. Subsequent muckraking maneuvers can impose a stacking penalty. However, for every 2 positions you move someone down (calculated after they buy off reductions with Confidence), you move down 1 position yourself. This effect lasts for the same number of rounds as the penalty imposed upon your enemy. A creature of lawful alignment gets a -2 penalty to their SMD vs this maneuver. A creature of chaotic alignment gets a +2 bonus to their SMD vs this maneuver.

Additionally, you may make a muckraking attempt against a creature at 0 or negative Confidence. If successful, the target takes your Charisma modifier in Confidence damage.

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## PLEAD (CHARISMA)

A plead maneuver is used to make a legitimate case for mercy all the more appealing and more convincing. A successful check means that your argument earns you 1d6 + 1 minutes of survival or freedom from injury. This maneuver targets a single creature. A character may ignore this success by taking Confidence damage equal to your Charisma modifier. If you are of a higher position category than the creature you are pleading to, you take Confidence damage equal to 2x your Charisma modifier. A creature of evil alignment gets a +2 bonus to their SMD vs this maneuver and a creature of good alignment gets a -2 penalty to their SMD vs this maneuver.

## SUPPORT (CHARISMA)

Supporting someone makes a target and their idea seem more reputable. A successful check means everyone else perceives them as being of a higher status than they really are. This maneuver targets a single creature. They move 1 position category up for every 5 that you beat their SMD by (minimum 0). This effect lasts for 1 round per Charisma modifier. However, a character can disregard the support of another, not gaining the bonus from this maneuver if they wish (though other characters may see a vote of support as a sign of affiliation in roleplaying terms). Subsequent support maneuvers can give a stacking bonus, however a creature cannot be elevated more than 2 positions above where they started.

Additionally, you may make a support attempt against a creature at 0 or negative Confidence. If successful, the target recovers your Charisma modifier in Confidence. If you critically succeed on this maneuver they are restored twice your Charisma modifier instead.

## TACTICAL GUIDANCE (INTELLIGENCE)

A tactical guidance maneuver is used to grant allies tactical insights in combat. A successful maneuver means that all who hear the tactical guidance within 30 ft. are granted the use of a single teamwork feat that you possess. Allies retain the use of this teamwork feat for rounds equal to a 2 + 1/2 your Intelligence modifier. Allies do not need to meet the prerequisites of these bonus feats. This maneuver targets all allies in the combat. You must make a single roll and compare it to the SMD of each creature individually. A character must have at least 3 ranks in Knowledge (warfare) to utilize this maneuver. A character targeted with this ability that has at least 5 ranks in Knowledge (warfare) may elect to "fail" this check and gain the teamwork feat. A character may only benefit from 1 feat at a time from a tactical guidance maneuver.

## TEACH (INTELLIGENCE)

A teaching maneuver is used to grant allies insights when making a Knowledge check. A successful check means that all who hear your lecture are granted an insight bonus to a single Knowledge check. The insight bonus granted is equal to 1/2 your ranks + your Intelligence modifier in the relevant Knowledge. This lasts until used or for 24 hours, whichever comes first. A character may only have one insight bonus from this social maneuver at any given time. If it is applied a second time, the character may decide which bonus to retain. A character must have at least 3 ranks in the relevant Knowledge skill to teach and the student must have at least 1 rank. A character who is learning must have less ranks than the teacher in the subject matter. Teaching someone takes 30 minutes, though the check can be applied to any number of creatures who listen. This maneuver targets all creatures who care to learn. You must make a single roll and compare it to the SMD of each creature individually to see if they retain the information.

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## CHAPTER 8: EQUIPMENT

### WEALTH

Each character begins play with an amount of resource that he can spend on weapons, armor, and other equipment.

As a character adventures, he accumulates more resource that can be spent on better gear and necrotech. In addition, each character begins play with an outfit worth 10 resource or less. For characters above 1st level, see Table: Character Wealth by Level in the Pathfinder Core Rulebook.

### RESOURCE

Necropunk uses a more abstracted currency system than typical Pathfinder called "Resource" (or "R"). This is meant to represent a wide range of trade-goods, status, political influence, things like stocks, and favors that characters can use to buy goods. Resource effectively has no weight, as currency can be kept on tiny credit card like objects.

### GP TO RESOURCE

1 GP has the equivalent value of 1 Resource which in turn has a value of approximately \$10 (USD) in 21st century society.

### SELLING TREASURE

In general, a character can sell something for half its listed price, including weapons, armor, gear, and necrotech. This also includes character-created items.

### THE PRICE OF BONE

The going price for a human skeleton is 3,000 R in good condition. Keep in mind that filling someone with hot slag and dragging their corpse into the nearest Necromancers' Guild affiliate will probably get you locked up rather than paid. The 3,000 R price is for a legally obtained, full-grown adult human skeleton in pristine condition sold via a deal to a legitimate company. Prices go downhill from there. A blackmarket dealer might take a corpse off your hands for the price of

artfully disposing of it if it's relatively unharmed. On the Coreworlds most people have their skeleton spoken for, and selling bone is difficult. On an Endworld, the ability to clean and process bone into a final product rarely exists. The few necromancers that operate there have significant power when it comes to determining the price of bone. They will generally pay 500-1000 R for a skeleton you could sell in an optimal deal for about 3,000 R.

- Arms or legs (without hands/feet) are worth about 10% of the total price each. Generally the shoulder/hip is included in this.
- A hand or foot alone is worth about 5%.
- A ribcage can fetch 5% of the profit.
- A skull is worth another 10%.
- A full spine nets 20% of the cost as this is typically used to make boneskin and golem armor.
- The rest accounts for the remaining 5%

### SPECIAL MATERIALS

Weapons, armor, and some other items can sometimes be crafted using materials that possess innate special properties. If you make a suit of armor or weapon out of more than one special material, you get the benefit of only the most prevalent material. However, you can build a double weapon with each head made of a different special material.

Each of the special materials described below has a definite game effect. Some creatures have damage reduction making them resistant to all but a special type of damage, such as that dealt by psionically charged weapons or bludgeoning weapons. Others are vulnerable to weapons of a particular material. Characters may choose to carry several different types of weapons, depending upon the types of creatures they most commonly encounter.

### BONE

Thanks to the zerostag\*, the composition of bone has undergone several unique changes. By default they are almost as hard as steel and weapons crafted from them are considered to have been crafted from steel.

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Bone also has the unique capacity to transmit thoughts and respond to psychic energy. It is referred to as a “psychoreactive” material. Characters can invest psychic energy into bone. See the section in the book on psionics for more information.

Bone differs from the entry on the material of the same name presented in Ultimate Combat.

\*The zerostag is the name for the genetic marker that activates in creatures when they leave the solar system. It is believed to be a sign that life on Earth was created by an ancient alien progenitor.

Bone costs twice the listed price of adamantine for the purpose of the item cost modifier.

Bones with a PRI go for much cheaper on the market, each point of PRI takes 25% off of the materials price, this cannot bring the cost of the material below 25% of the value of adamantine.

#### CARTILAGE WEAVE (AKA: BONESKIN)

Many armors are crafted from synthetic or even natural cartilage. While not as psychoreactive as bone, cartilage is nonetheless somewhat thought transmissive. By default, uncharged cartilage weave is considered to have the qualities of leather. It has an appearance and flexibility akin to that of latex or polyurethane. When charged it can be as hard as ceramics or even steel. Cartilage weave’s primary use is in boneskin armor. Armors made from cartilage weave may be charged as with PPI, although they have a PRI of 2, armor made from cartilage weave costs an additional 10R for every pound of the armors weight

#### ADAMANTINE

A complex and exhausting metallurgy process, developed by the Necromancers’ Guild, can produce a near indestructible metal. Taking its name from the mythological and historical phrase for the “hardest metal”, it is used primarily in non-necrotech. Many of the Ewgee’s ships have hulls comprised of this material.

Adamantine counts as the material of the same name as it is described in the special material section of the Pathfinder Core Rulebook.

#### DURASTEEL

An extremely light and durable metal alloy used in many medical processes due to its natural germ repellent qualities.

Durasteel counts as mithral as it is described in the special material section of the Pathfinder Core Rulebook.

#### WELSH-WOOD

Welsh-wood is a light, but extremely durable, type of wood found on an alien world many years ago. Despite having no connection to the Welshen Empire, Coreworlders have given it the name “welsh-wood”.

Welsh-wood counts as darkwood as it is described in the special material section of the Pathfinder Core Rulebook.

### SETTING SPECIFIC MELEE WEAPONS MELEE WEAPON PROPERTIES

#### BONE

A bone weapon is a weapon made of carved bone. The price listed includes the material cost for natural bone. It can be psychically charged and can pierce metal if sufficiently charged (See the section on “Psionics” for more information). This is also called “natural bone”.

#### SYNTHETIC

A synthetic weapon is a bone weapon that is crafted from synthetic bone (or another kind of bone that has a psychic resistance). Synthetic weapons have a psychic resistance of 1 by default, unless otherwise indicated. Some weapons can have a higher resistance, but this is indicated in their entry.

### WEAPON DESCRIPTIONS

#### WELSHEN WAR KNIFE

A Welshen war knife is a shortsword sized single edged knife that is similar to a wickedly curved Chinese butterfly sword without the handguard. While some claim that its design was descended from the butterfly sword or other Chinese

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weapons, it actually has more in common with the design of a smaller scimitar or khopesh.

Welshen qu'em prefer boneknives because they gain the benefit of being armed with a bone weapon while not losing the capacity for up-close in-fighting that larger weapons make more difficult. A welshen war knife counts as a bone knife.

#### BONE KNIFE

The name to any number of small handcrafted or mass produced boneknives. They make popular weapons because they are cheap, fashionable, and can hold a psychic charge. The Ewgee employ boneknives as standard equipment for their Sentinels and other military officers as a weapon of last resort. Others use boneknives over other kinds of weapons because of the price of bone. Many other bone weapons exist but the knife variant is the most commonly used.

#### RISING DRAGON

A small dragon-like skull attached to a human spine, connected by a durasteel wire. The mouth can be triggered to bite down on a target. On a successfully confirmed critical, the weapon deals an additional 1d4 points of piercing damage and this critical triggers the grapple weapon quality.

#### WINDSTICK

A bone tonfa with a sharp piercing tip and a triumvirate of spikes on the tail end. The weapon is longer than a traditional tonfa (approximately up to the wielder's triceps) and it is weighted to be kept in a continuous spinning motion. It sports a handle that allows the rest of the weapon to spin freely. A psychically triggered mechanism can lock in place when force is applied. The weapon gets its name from the low sound of rushing wind the weapon produces when spun quickly. Windsticks are normally used in pairs and they generally require a very skilled user. Due to their unique construction, they have a very aerodynamic form. Masters of this weapon can throw them and they return (see the On Wind On Wing feat).

**Pathfinder Conversion:** The weapon may be made out of any material and the locking mechanism is simply mundane.

#### RIBBON SWORD

A hilt of a sword with several hundred tiny cartilage weave strips attached to thin metal wires. When uncharged they hang loose like a leather flail. In this state it uses the damage profile of a flail. When a psionic charge is applied to them, they stand up instantly and form a razor sharp blade, using the profile presented in Table 10-2.

**Pathfinder Conversion:** A ribbon sword does not require a psionic charge but instead works off a complex mechanical locking mechanism with a trigger on the handguard.

#### MANTIS HOOKS

This weapon resembles an s-shaped kama with tonfa grips held in a reverse grip.

#### DANCER'S STAR

Four-directional nunchaku arranged in a cross pattern and connected by cartilage weave wire. When 2 or more PPI is applied to a dancer's star, the cord is able to expand an additional 5 feet. While in this state the weapon gain the reach property but loses the disarm property.

**Pathfinder Conversion:** A dancer's star does not require the use of PPI but instead the weapon can be extended to its alternate form as a swift action that does not provoke an attack of opportunity.

#### BONE SCALPEL

Bone scalpels that ignore an amount of DR equal to 1/2th the amount of PPI invested (min 1 if you have PPI invested).

#### SHOULDER BLADES

Crafted from the arm and shoulder blade of an individual, these hatchet-like weapons are used by those who wish to show off their wealth and style. Often used in pairs, acrobatic and dexterous displays of skill are showcased in traveling circuses.

#### BONE CLAWS

Fitted with an ergonomic grip, this triumvirate of claws is designed to remain stable in the grip of anyone who wears them. They are favored amongst underground cage fighters and have a violent, barbaric connotation.

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#### BATTLE SYRINGE

A syringe suitable for use in close combat. It can hold drugs or extract blood on a successful hit. It requires a swift action made after a successful attack to either extract blood or inject drugs into the target. This action can be made as part of a full-round attack action.

#### SKULL GAUNTLET

Crafted from the skull of an animal or a human, these bestial gauntlets are able to bite onto whatever you strike if you can position the jaws just right. Each one is fitted with fangs and a reinforced striking surface. On a successfully confirmed critical hit this weapon triggers the grapple weapon quality.

#### FLEX HAMMER

This weapon is a warhammer that is bent at a 45 degree angle. However, its haft is made of an odd organic material. As swift action, after a successful hit the user may choose to have a series of muscles inside the shaft of the hammer flex. This deals an additional 1d6 points of damage. In order for this additional effect to occur the character must have at least 1 PPI invested in the weapon. Though this weapon is not made of bone by default, the inclusion of organic and synthetic muscles allow PPI to charge this weapon. It has a resistance of 2.

#### SIN'JA

A foot-long durasteel needle-like blade that is held between two fingers. The fingers are encapsulated in a tight leather wrapping and covered in a form-fitting steel finger glove that is lashed to the wrist of the wielder. This long, thin blade can bypass even the thickest armor, slipping through cracks and crevices. It also allows the user to focus all their power onto a single point with their thrust. The strength of the durasteel allows the weapon to be thin enough to deliver an attack without flexing. The blade itself is hard to keep track of and many of the acrobatic martial forms that rely on this often rely on its near invisibility when moving.

#### UNDUL

A trident head grasped by a short dagger hilt in an Italian grip that places one of the fingers near the central prong. Employed by skilled duelists, this weapon with its large angular arms is employed as a parrying dagger. It is a punishing deterrent for those foolish enough to close with the wielder. A heavy bell protects the hand and allows the duelist to fight without fear of someone fishing their fingers.

TABLE 10-1: SETTING SPECIFIC MELEE WEAPONS

(SIMPLE) LIGHT WEAPONS	COST	DMG (M)	TECH LEVEL	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Skull Gauntlets	1,000	1d4	1	x2	-	2 lbs.	B/P/S	Grapple
Bone Knife	1,000	1d4	0	19-20/x2	-	2 lbs.	S or P	Bone
Bone Claws	1,500	1d6	0	18-20/x2	-	2 lbs.	P	See text, bone

(SIMPLE) ONE HANDED WEAPONS	COST	DMG (M)	TECH LEVEL	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Shoulder Blade	1,000	1d6	0	x3	-	3 lbs.	S	Bone

(MARTIAL) LIGHT WEAPONS	COST	DMG (M)	TECH LEVEL	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Welshen War Knife	1,000	1d6	0	19-20/x2	-	2 lb.s	S or P	Bone
Windstick	1,000	1d6	1	x2	-	5 lbs.	P	Blocking
Mantis Hooks	1,000	1d6	1	x2	-	2 lbs.	S	Disarm
Bone Scalpel	1,000	1d3	1	x2	10 ft.	- lb.	S	See text, bone

**TABLE 10-2: SETTING SPECIFIC MELEE WEAPONS (CONT.)**

(MARTIAL) ONE HANDED WEAPONS	COST	DMG (M)	TECH LEVEL	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Spine Sword	1,500	1d6	3	18-20/x2	-	3 lbs.	P	See text (chain), bone
Ribbon Sword	1,500	1d6	3	18-20/x2	-	2 lbs.	S or P	See text
Flex Hammer	1,500	1d8	3	x3	-	5 lbs.	B	See text

(MARTIAL) TWO-HANDED WEAPONS	COST	DMG (M)	TECH LEVEL	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Reaper	2,000	1d6	0	x4	-	10 lbs.	P or S	Trip
Rising Dragon	2,000	1d4	2	x2	-	4 lbs.	B	Reach, trip, grapple, bone
Spiral Lance	2,000	1d8	3	x4	-	9 lbs.	S	Sunder, bone, see text

(EXOTIC) LIGHT WEAPONS	COST	DMG (M)	TECH LEVEL	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Undul	1,500	1d6	0	x3	-	3 lbs.	P	Disarm
Battle Syringe	1,500	1d3	1	x2	-	4 lb.	P	See text
Beetle Bracer	1,500	1d4	2	19-20 x2	-	2 lb.	B or P	Grapple
Fulka Blade	1,500	1d6	0	19-20 x2	-	2 lb.	S	Disarm, Performance
Killsaber	1,500	1d6	0	19-20 x2	-	2 lb.	B or P	-

(EXOTIC) ONE HANDED WEAPONS	COST	DMG (M)	TECH LEVEL	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Sabersaw	1,500	1d8	0	19-20 x2	-	6 lbs.	S	Deadly, See text
Sin'ja	1,500	1d3	1	18-20 x2	-	1 lb.	P	See text
Pinja Darts	1,500	1d4	2	19-20 x2	100 ft.	1 lb. per 10	P	-

(EXOTIC) TWO HANDED WEAP- ONS	COST	DMG (M)	TECH LEVEL	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Dancer's Star	2,000	1d6	1	x2	-	5 lbs.	B	Disarm or Reach, See text
Stalkingline	2,000	1d4	0	x2	-	10 lbs.	B or P	Grapple, Reach, See text
King's Ring	2,000	1d4	3	x3	-	1 lbs.	B	Reach, Disarm, Grapple, See text

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#### SPIRAL LANCE

This weapon is a short, thick, necrotech lance with a spinning shell-like drill head. It is powered by the contraction and release of muscles within the weapon. The weapon only gains the sunder quality if the player invests 1 PPI in the weapon.

#### SABERSAW

A katana-like weapon with a cruelly serrated saw-toothed cutting-edged blade. The tip of the weapon curls upward until it spirals back on itself, presenting a row of deadly teeth to anyone unfortunate enough to come into contact with it. A single upward pointing quillion protects the handle. Despite its wicked appearance, it is held as a weapon of high class as its mastery is difficult and reserved for nobility. On a critical hit, this weapon causes 1d6 bleed damage. The target can attempt a Fortitude save (DC 15 + wielder's Dexterity modifier) to stop the bleeding as a standard action.

#### BEETLE BRACER

A pair of thick wrist-mounted shear-like blades protrude a full foot beyond the hand. These blades can snap shut and the thick serrated teeth on the interior of the sheers have a magnificent crushing force. The trigger is located inside the grip of the bracer.

#### FULKA BLADE

A shortsword prized in the arenas of Entell. It is a thick, wide blade with flamberged edges and a wickedly split tip that curls to either side. The lack of a bell, guard, or quillions makes this dueling weapon unforgiving to a novice. The hooks, when properly employed via a draw cut, can rend the flesh like razors or catch the weapon of an unsuspecting opponent. The weapon lacks the capacity to thrust, but makes up for it with its maneuverability.

#### PINJA DARTS

Two shoulder-mounted containers feed a pinja practitioner with the pinja darts they use. Pinja are small darts with tiny antigravity emitters embedded in them. These tiny emitters allow the pinja to travel great distances fairly accurately. Due to the simple nature of the anitgrav emitters the pinja tend to waver rhythmically in the air, first dipping down before they lead upward. This small, but predictable angulation in their flight path makes them seem to "swim" in the air towards their target. Skilled pinjave, practitioners of the art, are able to bend and curve the darts to extreme angles.

**Pathfinder Conversion:** A pinja dart does not require a psionic charge but instead works off a natural magical principle.





## STALKINGLINE

Developed by an Exile Shard on the world of Dukatta, stalkingline was used to attack intruders on the many spirelike cliffs below. It is comprised of a long, thin, 8-segmented whip-like weapon. Barbs, similar to fishing hooks, cover the sides of each segment. The weapon is meant to be draped from above and catch something below you with a sick jerk. Each segment is made of a strong local hardwood that still retains a degree of flexibility, much like bamboo. Each end is capped with durasteel and connected by a single ring of the same construction. The weapon can be wielded underhanded while on a cliff face in one hand but when used on flat ground, it is wielded in the normal grip of a sword with two hands. Atop the flat mesas of Dukatta, it is used in a form of combat called “sleeping reth”, named after a thick snake-like creature that lays in the short foliage of the planet’s peaks. A wielder lets the stalkingline lay on the ground, jerking it up when prey or enemies are nearby. It often catches the legs of a creature and they proceed to tangle themselves in the barbs. A companion weapon called the killsaber is often used to finish off a creature caught in a stalkingline.

The stalkingline has become a tool of the assassin off-planet. It has gained something of a cult status due to its use in a movie based on a reformed assassin who used it. The looming shadow it casts when it is lowered near the neck of its target invokes horror in the minds of those who fear the assassin’s hook.

If wielded with a killsaber in your off-hand or while climbing, this two-handed weapon becomes a one-handed weapon.

## KILLSABER

Also born on the harsh spire-ridden endworld of Dukatta is the fork-like knife known as the killsaber. Used to deliver the killing blow on creatures trapped in the hunter’s stalkingline, this weapon sports two sharp, curved, pronged blades. The slot of the prong are used to handle its companion weapon. The weapon has blunt sides rather than sharp ones because many times a hunter would need to choke up on the blade when in close. If wielded with a stalkingline, this weapon becomes a light weapon.

## KING’S RING

A simplistic metallic ring with a long cable trailing behind that looks inconspicuous. In reality, a king’s ring is a deadly tool used to get past guards. In the hands of a trained expert, the normally benign ring can grow or shrink based on the commands of the user. It is controlled by a cord that houses several tendons, along with durasteel mesh wire. This allows the user to subtly influence the path of the ring with their mind. The ring itself is 5” in diameter and can be expanded up to 1 ft. or down to just 1”. This allows the king’s ring easily concealed weapon to function as a mass weapon on the end of a 6 ft. rope or an effective way to disarm a weapon. Disarming is done by slipping the expanded ring over a weapon at a range, then shrinking the ring and jerking back. It requires you to have at least 1 PPI investe to change the size of this weapon (gaining the weapon qualities).

**Pathfinder Conversion:** A king’s ring does not require a psionic charge. It works on a complex magic technological principle.

## SPINE SWORD

A spine sword is a strait thrusting weapon made out of a human spine. By default it uses the weapon profile of a nine section whip. When a psionic charge is applied to it, it aligns itself instantly and forming the sword, using the profile presented in Table 10-2.

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## SETTING SPECIFIC RANGED WEAPONS

### CLIPS

A weapon's clip size is how many attacks it can make before it needs to reload. Reloading a weapon always reloads it to its maximum clip size.

### SIDEBAR>> WHAT HAPPENED TO MISFIRE?

With the exception of a few weapons, like the JK-1, firearms in this time period are immune to misfire.

### RANGED WEAPON PROPERTIES

#### SLAG WEAPONS

Slag weapons shoot superheated metal at incredibly high speeds. When they hit their target, the wound is much like a bullet as the high speeds cause it to keep its general shape. On a critical hit a slag weapon deals an additional 1d6 fire damage. This is because slag weapons "splash" an enemy with its molten payload. This damage reoccurs once every round for 1d4-1 rounds (min 1) at the start of the character's turn. A character can take a standard action to clear splashed slag off themselves, no longer taking the damage. In addition, slag weapons (when firing slag rounds) take twice the range increment penalty (-4 per range increment rather than -2).

#### SPIN-UP

A weapon that has the spin-up rule cannot fire on the same turn that the trigger is pulled. It takes 1 round to "spin-up" the barrel before it can fire. Activating a spin-up weapon is a free action. A weapon with spin-up stops spinning if it leaves your hand or if you command it to do so. A spun-up weapon takes a number of rounds equal to the number of rounds it fired for it to cool down (not including the spin-up round). A weapon with spin-up will overheat after 10 rounds of spinning and cannot fire.

#### HEAVY

A character wielding a weapon that has the heavy quality cannot move on the turn the weapon is fired.

#### MAGRAIL

Certain weapons use advanced magnetics to propel their deadly payloads at high speeds. Magrail is short for "magnetic rail gun". Certain feats only affect magrail weapons. A magrail can be fired during phases beyond phase 1.

#### PROGENITOR

A weapon with this quality is not of human make. It requires Tech Level 10 to use or a special class feature.

#### SACRED

A sacred weapon ignores all forms of cover.

#### AUTOMATIC

A character wielding weapon with the automatic quality can choose to reroll the weapon's damage dice once per round. The character must keep the new result.

#### CARBINE

Carbines are designed to be rifles that can be utilized in close range fighting. A carbine gains a +1 bonus to all damage rolls when firing on a target within its first range increment.

#### BONE

A gun crafted from bone can be fired during phases beyond phase 1. A gun that is not crafted with bone cannot fire in higher phase order beyond the 1st.

### WEAPON DESCRIPTIONS

#### DK-1 MAGRAIL RIFLE

A magrail rifle propels any projectile at high speeds (approximately 617,700 mph) via the use of tightly wound coils charged with an electromagnetic field. It projects most standard projectiles fast enough that they melt due to friction with air resistance. Special magrail rounds are created of dense materials that have a much higher melting point. Nicknamed "the poor man's arsenal," a magrail can fire nearly any ammo type that can fit into the barrel. Specially modified magrail rifles (called "junkers" or "JK-1s") have been known to fire all sorts of things like forks and spoons when situations get desperate. The effectiveness of this improvised ammo is debated and often falls short of expectation (forks tend to melt very quickly on

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high power). They have become the main weapon in almost every conflict of the last generation. They have dozens of variants and an adjustable power setting. An idiot can learn to strip and reassemble one in a week, repairs can be done on the fly with limited training, they are hard to break, can be fired in the vacuum of space, and have a low price point. What's not to like?

AMMO: Bullets, chaos rounds, slag

#### JK-1 MAGRAIL RIFLE

A JK 1 can fire any metallic object approximately the size of a slag round. A JK-1 cannot fire improvised ammo beyond its first range increment.

AMMO: Any except energy

#### DK-3 MAGRAIL CARBINE

DK-3s fill the carbine role perfectly. They are designed with a higher rate of fire and low velocity. This works well when fighting in a more restricted environment.

AMMO: Bullets, chaos rounds, slag

#### DK-4 MAGRAIL PAVISE (AKA: "STUBBY")

With the rebirth of melee weapons as an effective tool of war, the kinds of firearms had to change to reflect that. The term "pavise", is the term used for a shield archers used to place in front of themselves to block incoming arrows and ward off potential attackers. The DK-4 is an extremely short range magrail weapon that fires a wall of small slag pellets in a cone, much like a shotgun. This has the effect of "splashing" a large number of attackers. It is primarily viewed as a deterrent against groups of melee character ganging up on a squad sporting ranged weapons.

AMMO: Slag

#### DK-7 MAGRAIL SLAG PISTOL

A small hand-held pistol designed to throw slag rounds. Notoriously inaccurate beyond close range, it has a "splash" setting, which causes a shotgun-like blast of superheated slag. Depressing the trigger partway causes the slag to start heating. Along with the DK-4, these are the only magrails that fire slag exclusively.

AMMO: Slag

**TABLE 10-3: SETTING SPECIFIC RANGED WEAPONS**

(EXOTIC) TWO-HANDED FIREARMS	COST (R)	TECH LEVEL	DMG (M)	CRITICAL	RANGE	CLIP	WEIGHT	TYPE	SPECIAL
DK-4 Magrail Suppressor "Stubby"	250	3	2d8	x3	20 ft. cone	3	9 lbs.	B and P	Slag, Magrail, Carbine, Heavy, Auto
DK-8 Magrail Cannon	3,000	3	2d6	19-20/x2	75 ft.	5	25 lbs.	B and P	Slag, Heavy, Magrail
DK-12 Longrail	250	3	1d10	19-20/x2	250 ft.	10	12 lbs.	B and P	Heavy, Magrail
DK-14 Chaos Rifle	250	4	1d10	19-20/x2	100 ft.	20	12 lbs.	B and P	See text, Magrail
Tesla Thrower	250	5	2d6	19-20/x2	100 ft.	10	12 lbs.	Special	Scatter, see text
DK-22 SSD Package Magrail Rifle	250	9	1d10	19-20/x2	100 ft.	10	12 lbs.	B and P	Sacred, Progenitor
Sonic Suppressant Rifle	500	4	1d10	x3	20 ft.	10	8 lbs.	Sonic	Non-lethal, See text
Antipersonnel Rifle	250	0	1d12	x3	250 ft.	1	10 lbs.	B and P	Heavy
Anti-materiel Rifle	250	0	1d12	x3	250 ft.	1	10 lbs.	B and P	Heavy
Heavy Machine Gun	250	0	2d6	x2	110 ft.	30	25 lbs.	B and P	Auto, Heavy
Lug Gun	750	2	2d8	19-20/x2	50 ft.	30	50 lbs.	B and P	Spin-Up, Auto, Heavy

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TABLE 10-4: SETTING SPECIFIC RANGED WEAPONS (CONT.)

(EXOTIC) ONE-HANDED FIRE-ARMS	COST (R)	TECH LEVEL	DMG (M)	CRITICAL	RANGE	CLIP	WEIGHT	TYPE	SPECIAL
Handcannon	250	3	1d8	x3	20 ft.	10	5 lbs.	B and P	Spin-up, auto
Subjugation Ray	500	6	1d8	x2	20 ft.	10	4 lbs.	Sonic	Non-Lethal, see text
Tombstone Special	500	2	1d8	x2	10 ft.	6	10 lbs + 10 per round	B and P	Tombstone only, Magrail, Heavy

(MARTIAL) ONE-HANDED FIREARMS	COST (R)	TECH LEVEL	DMG (M)	CRITICAL	RANGE	CLIP	WEIGHT	TYPE	SPECIAL
DK-7 Magrail Slag Pistol	250	3	1d8	19-20/x2	30 ft.	10	4 lbs.	B and P	Slag, magrail
Handflurry	250	4	1d6	19-20/x2	30 ft.	10	4 lbs.	B and P	Scatter, slag, magrail, auto
Dart Gun	250	0	1d3	x2	20 ft.	10	2 lbs.	P	Nonlethal, see text
Antique Derringer	200	-2	1d6	x3	10 ft.	1	1 lb.	B and P	-
Pistol	125	0	1d6	x3	30 ft.	10	3 lbs.	B and P	-
The Dirty Harry	250	-1	1d8	x3	30 ft.	6	3 lbs	B and P	-
Machine Pistol	250	0	1d6	x3	20 ft.	5	5 lbs.	B and P	Auto

(MARTIAL) TWO-HANDED FIREARMS	COST (R)	TECH LEVEL	DMG (M)	CRITICAL	RANGE	CLIP	WEIGHT	TYPE	SPECIAL
DK-1 Magrail Rifle	250	3	1d10	19-20/x2	100 ft.	20	12 lbs.	B and P	Slag, Magrail
"JK-1" Magrail Rifle ("Junkers")	10 R	1	1d8	20/x2	50 ft.	5	8 lbs.	B	Magrail, see text
DK-3 Magrail Carbine	250	3	1d10	19-20/x2	80 ft.	20	12 lbs.	B and P	Slag, Magrail, Carbine
Flurrygun	250	3	1d10	19-20/x2	100 ft.	10	12 lbs.	B and P	Slag, scatter, magrail
Assault Rifle	250	0	1d10	19-20 x2	80 ft.	30	10 lbs.	B and P	Auto
Shotgun	250	0	1d10	18-20 x2	20 ft.	3	11 lbs.	B and P	Scatter
Submachine Gun	250	0	2d6	18-20 x2	40 ft.	5	5 lbs.	B and P	Auto, carbine
Carbine Rifle	250	0	1d10	x2	60 ft.	10	7 lbs.	B and P	Auto, carbine

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#### ANTIQUE DERRINGER

The favored weapon of the Magpie, these small, palm-sized, single shot pistols harken back to the old west. They are something of an anachronism in this day and age.

AMMO: Bullets

#### TOMBSTONE SPECIAL

A hulking, onyx black, six-barrel revolver the size of a small dog that can store up to 6 tombstone rounds at a time. When fully loaded, this hand cannon weighs in at a staggering 70 lbs. It has such a kickback that anyone who shoots it without an excessive degree of strength is hurled to the ground. This weapon was specially designed to fire tombstone rounds by a mad, muscle-bound engineer who wasn't quite sure why everyone was complaining about the recoil on them. It is often called the "ol' compensation" due to its excessive weight, intimidating size, and unprecedented firepower.

This one-handed revolver fires tombstone rounds. A character must have at least 15 Strength in order to use this. If they have below 17 Strength however, they must make a DC 25 Reflex save or be knocked prone after firing it (once per turn). Using two tombstone specials requires at least 19 Strength and imposes a DC 30 Reflex save if the character does not have at least 21 Strength.

AMMO: Tombstone rounds

#### DART GUN

This gun shoots darts that deal little damage on their own, however, each dart can contain one dose of poison. It takes 1 minute and 1 dose of poison to apply poison to 1 dart. In recent years, it has become a popular tool of the Assassins' Guild.

AMMO: Darts

#### SIDEBAR>> POISON

The Pathfinder Core Rulebook and Ultimate Equipment both have a great selection of poisons to pick from. You may need to provide new names to fit the setting if you'd like to use your favorite poison.

#### DK-8 MAGRAIL CANNON

A magrail cannon is reminiscent of a car engine with a handle on the back end and is held like a weed-whacker. The cannon itself does not have an external barrel, but rather a stubby internal minigun rotary chamber. A magrail cannon is effectively a portable mass driver that hurls a barrage of slugs of superheated slag at a target. Such devices have a tendency to run through self-stored ammo rather quickly. Another person generally accompanies the operator to provide them with ammo when the wielder's supply is depleted.

AMMO: Bullets, chaos rounds, slag, tombstones

#### DK-12 LONGRAIL

This magrail rifle package was designed with the discerning sniper in mind. Powerful coils, a stabilizing anit-grav bipod, and powerful scope that can link into a person's eye (or optical headgear) aids in targeting over great distances. Unlike other magrails, slag is too inaccurate for the surgically precise longrail. The weapon fires its own non-standard rounds called soul strikes designed to not waver, even over long distances.

AMMO: Soul strikes

#### DK-14 CHAOS RIFLES

A standard military weapon employed by the Sentinels when fighting qu'em. While standard magrail rifles can fire chaos rounds, DK-14s are designed to fire them. Chaos rifles have sights adjusted to display the probable range their fire will cover rather than crosshairs. It also allows the user to adjust minimum and maximum ranges for the detonation of the rounds on the fly.

A chaos rifle functions as a DK-1 magrail rifle that can only fire chaos rounds, but reduces the penalty for firing them to a -5 rather than a -15.

AMMO: Chaos rounds

#### DK-22 SSD PACKAGE MAGRAIL

Advanced research into the application of the sacred space has yielded a barrel capable of temporarily phasing a projectile, allowing it to bypass even the thickest walls.

AMMO: Bullets, chaos rounds, slag

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### SONIC SUPPRESSANT RIFLE

A sonic rifle developed for riot control. Its sonic blast inflicts an escalating amount of biological distress on the target. A target struck by the blast of this weapon must make a DC 15 + Dexterity modifier Fortitude save or be sickened for 1d6 rounds. If he successfully saves, he takes a -2 penalty to all future attempts to save against a sonic suppressant rifle for the next 1 minute. Common side effects of exposure to a sonic suppressant rifle's payload are projectile vomiting, loss of bowel control, and gratuitous sweating.

AMMO: Energy pack

### FLURRY WEAPONS

While magrails are the most common weapon employed by professional militaries, they are by no means the only ones. For close quarters fighting and area denial actions flurry weapons are an excellent choice. Flurry weapons are superloaded (multiple rounds are loaded into the same barrel at once) and discharged at the same time with an electronic or psionic signal. A handflurry only has three barrels, but true flurryguns have a cluster of eight. Firing a flurry weapon results in a shotgun-like hellstorm of projectiles that blanket an area.

AMMO: Bullets, slag

### LUG GUN

A lug gun is the heavy weapon of the future. The distant cousin of a rotary gun (minigun), this weapon can be carried (or "lugged") by a single person. It is often compared to the DK-8 magrail cannon in terms of its role in combat, though it does not fire slag like the DK-8. Instead, it fires normal ammunition at a devastating rate. The only drawback to this weapon is the extensive spin-up process that it requires before it can be fired.

AMMO: Bullets, , tombstones

### TESLA THROWER

A sadistic invention that is part plasma flamethrower and part tesla coil. Two palm mounted barrels are connected to a heavy tank on the user's back. The two barrels must be fired at the same time. The first barrel emits a superheated stream of ignited napalm, while the other sparks a powerful electric charge that travels along the path of superheated gas to shock the target. The weapon deals 2d6 damage. 1d6 of that damage is fire damage and the other 1d6 deals electricity damage.

AMMO: Energy pack

### HANDCANNON

The handcannon is a small rotary gun with belt fed ammo spiraled around its body. It has been described as an elegant design that exemplifies micronization and ergonomics. It serves as the basic chasis of the tombstone special.

AMMO: Bullets

### PISTOL

A sidearm favored by soldiers, the pistol has earned its place in the history of violence. They are relatively easy to train on, effective in the field, and logistically simple to keep on one's person.

AMMO: Bullets

### THE DIRTY HARRY

This iconic firearm is a large caliber revolver with a long barrel. Once called "the most powerful handgun in the world", it has long since been surpassed by modern firearms like the handcannon. It remains a favorite of film buffs and those who just want an extra "kick" out of their sidearm.

AMMO: Bullets

### MACHINE PISTOL

A magazine-fed pistol capable of fully automatic fire or a limited burst fire.

AMMO: Bullets

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## ASSAULT RIFLE

A mainstay of many fighting forces, these weapons have stood the test of time. They can fire in a limited burst or fully automatic mode. Many sport both technological and manual firing aids to help them deliver their deadly payload. It is the main weapon of choice for soldiers in the field when more advanced magrails are not available.

AMMO: Bullets

## SNIPER RIFLES

(Antipersonnel and Anti-Material Rifle)

The sniper rifles of the future are designed to inflict deadly wounds on targets over a great distance.

Antipersonnel rifles are designed to inflict maximum damage to a human target with a high degree of precision. It reduces the effective armor bonus worn by the target by 2. An anti-material rifle is more concerned with the puncturing and destructive power of the weapon. Anti-material rifles ignore 4 DR. On a successful critical hit with an anti-material rifle, the weapon allows you to make a sunder attempt against your target's armor.

AMMO: Bullets or Soul Strikes

## SHOTGUN

Favored as a breaching or close quarters weapon, this weapon is well known for its ability to blanket a wide area with pellets.

AMMO: Pellets

## SUBMACHINE GUN

A submachine gun is the best of both worlds. It can run off pistol ammo but packs the power of a carbine rifle. It is useful against unarmored opponents and can lay down an impressive rate of fire.

AMMO: Bullets

## CARBINE RIFLE

Between a full assault rifle and a submachine gun is the carbine rifle. A shortened version of a full rifle, it is able to still use the same kind of ammunition while retaining its maneuverability. It is the favorite weapon of special operations personnel. It is more effective at close range, though it still boasts an effective long range capacity.

AMMO: Bullets

## HEAVY MACHINE GUN

When an assault rifle just won't put out enough firepower, there is always the heavy machine gun. Mounted on an antigrav bipod, these guns are the weapon of choice for performing overwatch and laying down suppressive fire.

AMMO: Bullets, tombstones

## AMMUNITION DESCRIPTIONS

### CHAOS ROUNDS

**DESCRIPTION:** The best way to hit a qu'ém is to surprise the hell out of them. Some weapons fire specialized chaos rounds that explode into chaotic little shrapnel storms at random distances. As qu'ém dance and dodge perilously close to bullets, they are caught off guard by the little variances in the round's guiding fins that cause them to travel slightly off target and swerve wildly. As if that wasn't bad enough, these tiny projectiles detonate into small shrapnel clouds. The lethal range of this little cloud is only 5 ft., but a target within 10 ft. will still suffer grievous injury. A chaos round's fuse is generally set randomly between 15 and 60 ft. These are normally employed by Sentinels against qu'ém, but many non-military combatants employ them when faced with boneskin clad opponents.

Chaos rounds can be loaded into standard magrail rifles. Despite their very specific function, they are sometimes used by military units looking to employ suppressive fire. A hailstorm of chaos rounds will blanket a large area and pepper anyone who is unfortunate enough to be caught in their path.

**EFFECT:** Chaos rounds deny any dodge bonus granted by boneskin, use of evasion, use of the early path class feature, and any bonus to AC from the qu'ém's AC bonus. A chaos round imposes a -15 penalty to hit. When firing chaos rounds, you instead target a specific grid intersection. Treat this as a ranged attack against AC 5. Creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature. You can't target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, you're aiming at the creature. When aiming

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at a Large or larger creature you should use the nearest grid intersection.

If you miss the target roll 1d8. This determines the misdirection of the shot, with 1 falling short (off-target in a straight line toward the shooter), and 2 through 8 rotating around the target creature or grid intersection in a clockwise direction. Then, count a number of squares in the indicated direction equal to the range increment of the shot. After you determine where the shot landed, it deals splash damage to all creatures in that square and in all adjacent squares. A chaos round deals 1d6 splash damage.

#### SLAG ROUNDS

**DESCRIPTION:** Slag rounds are designed to be used in magrails. They are cheap to make, easy to use, and deadly. Slag rounds are large rounds (about the size of a king-size candy bar) made of dense metal. When launched at high speed by a magrail rifle, the metal becomes superheated and turns into molten slag. The inertia and special composition of the round keeps the round more or less intact, though in a plasma state. When it hits a target, it covers them in the superheated metal. Slang for shooting someone with a slag round is “slagging” or “splashing” them (see the “slag” special rule). The only noted downside to slag rounds is that they deteriorate in accuracy rather quickly as distance from the target increases. **EFFECT:** See the slag weapon property.

#### BULLET

**DESCRIPTION:** Standard ammunition has evolved very little since the 21st century. Several small advancements have been made in the weighting of the round and standard ammunition is now a little longer and thinner than they used to be.

**EFFECT:** None

#### PURGELOAD

**DESCRIPTION:** Purge loads are a special kind of bullet that is designed to deliver hyper-virulent strains of deadly disease.

**EFFECT:** A purge load round can deliver contact and injury poison with a successfully hit. It takes 1 minute and 1 dose of poison to apply poison to 1 purge load.

#### SOUL STRIKES

**DESCRIPTION:** Used by snipers, soul strikes are extremely long, thin bullets that can be fired only from a DK-12 longrail. Approximately the dimensions of chopstick, they can pierce armor as well as steel.

**EFFECT:** A soul strike suffers no range penalty when firing.

**TABLE 10-5: AMMUNITION**

AMMUNITION	COST (10)	TECH LEVEL	WEIGHT (10)	SPECIAL
Slag Round	1	0	1 lb.	Slag weapons only
Bullet	2	1	1 lb.	Any weapon that does not have a special requirement.
Pellet	2	1	1 lb.	For shotguns.
Chaos Round	5	2	1 lb.	Magrails only
Purge load	10	3	2 lb.	3 doses of the poison per 10 bullets required
Dart	1	0	1 lb.	1 dose of poison per 5 bullet required.
Soul Strike	12	1	4 lb.	Made for sniper rifles.
Tombstone	10	1	100 lb.	Any weapon with the “heavy” and “magrails” quality can use tombstones.
Tesla Pack	10	2	.1 lb.	Fuel for the tesla thrower
Energy	10	1	.1 lb.	A high density battery capable of powering a number of weapons.
Improvised	-	0	Varies	JK-1 magrail rifle only

## TOMBSTONE

**DESCRIPTION:** A magnetic, ultra-dense, black round with a piercing drill-like tip about half the size of a house cat. Each round has a self-contained booster, but the trade-off is their limited range and excessive weight. A tombstone can only be fired from a heavy weapon or the tombstone special.

**EFFECT:** A weapon firing this ultra-dense round fires at touch AC within their first range increment but the firearm cannot shoot the round beyond its 2nd range increment. Can only be fired by a weapon that has the heavy quality. A tombstone can fire through up to 6" of steel or equivalent material and ignores hardness on objects.

A weapon other than the tombstone special takes a special 200 R weapon modification that disallows other ammo types. The clip size for a weapon modified in such a fashion is 6. If the weapon has the auto quality, it loses it while firing tombstones. Attaching and detaching the weapon modification takes 5 minutes and a DC 10 UTD check.

## GRENADES

Grenades are thrown weapons that detonate in a radius indicated on table 10-6: Grenades. All grenades have a range increment of 20 ft. The are thrown in the same fashion as thrown splash weapons, but do not deal minimum damage to creatures not targeted by the attack roll of the thrower (they deal full damage). Creatures that are not the target of an attack roll can make a Reflex save (DC 10 + attacker's Dexterity modifier) to take half damage.

## SHRAPNEL GRENADE

**DESCRIPTION:** A mainstay on the battlefield. This hand grenade has a pin that is required to be pulled before being thrown. It is on a delay and when it explodes it sends shrapnel in all direction. Barbaric, but effective.

## FLASHBANG

**DESCRIPTION:** Any creature within the radius of a flashbang must make a DC 15 Fortitude save or be blinded and deafened for 1d4 rounds.

## MOLOTOV COCKTAIL

**DESCRIPTION:** If you have a wick, a glass bottle, and a combustible liquid, you can make a Molotov cocktail. Simple to make, simple to use, and effective against a wide verity of targets; this has been the weapon of choice for guerrilla fighters throughout history. A target that takes damage from a Molotov cocktail is burning for 1d4 rounds and takes 1d4-1 (min 1) fire damage per round at the start of their turn. A character may put themselves out as a standard action.

## SMOKE GRENADE

**DESCRIPTION:** This grenade obscures vision as per the *fog cloud* spell found in the Pathfinder Core Rulebook in a 20 ft radius. It dissipates after 2 + 2d6 rounds.

## STUN GRENADE

**DESCRIPTION:** A grenade that sends out a series of crippling electronic lashes that whip

TABLE 10-6: GRENADES

GRENADE	COST (R)	TECH LEVEL	RADIUS	DAMAGE	DAMAGE TYPE	EFFECT
Shrapnel	250	0	30 ft	3d6 +2	Piercing	None
Flashbang	200	0	30 ft	-	-	Blind and deafened
Molotov Cocktail	150	-1	30 ft	2d6 +2	Fire	Burning
Smoke	250	1	20 ft	-	-	As <i>fog cloud</i>
Stun	750	2	60 ft	3d6 +2	Electricity	Stun or shaken
Concussion	500	2	20 ft	3d6 +2	Sonic	Knockback
Web	750	3	20 ft	3d6 +2	Sonic	Web
Pepper Spray	500	0	30 ft	3d6 +2	Acid	Blinded
Tesla Lasher	750	3	30 ft	5d6 +2	Electricity	None

Note: In "effect" column gives a brief description. See text for more information.

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creatures nearby. All creatures within 60 ft. must make a DC 20 Will save or be stunned for 1 round. A successful save reduces this effect to shaken. Creatures immune to electrical damage are immune to this effect. Creatures with electrical resistance automatically pass the save.

#### CONCUSSION GRENADE

**DESCRIPTION:** All creatures who take damage are hit with a bull rush attempt. The blast is assumed to have a +25 CMB for the purposes of forcing the creatures back (away) from the bomb's epicenter.

#### WEB GRENADE

**DESCRIPTION:** Made from the silk of a spider, this organic web is partially alive. It spews a sticky web substance intelligently at all creatures other than the thrower who are within 30 ft. of the grenade's epicenter. Any creature that takes damage is covered in the sticky substance. They take a -2 penalty on all Reflex saves, attack rolls with any weapon, and damage rolls with melee weapons. In addition, their movement speed is reduced by 1/2. This lasts until a creature takes a standard action to un-web themselves. Creatures that do not take damage from this must make another Reflex save of the same DC to avoid being caught in the webbing.

#### PEPPER SPRAY GRENADE

**DESCRIPTION:** All creatures must make a Reflex save (DC 10 + Dexterity modifier) to cover their eyes or be covered in a military grade pepper spray. A creature who fails the save is blinded until they take 5 minutes to wash their eyes out. Each round, at the beginning of their turn, the creature can make a DC 30 Fortitude save to see clearly until the start of their next turn. A character with eyewear gets a +4 bonus on the initial Reflex save.

#### TESLA LASER

**DESCRIPTION:** What's worse than throwing a supercharged, futuristic Vandergraph Generator grenade at someone? Being next to it as the lightning bolts lash out at everything within range.

### ARMOR AND SHIELDS

All armors presented in this book are "advanced armors". Armor presented in the Pathfinder Core

Rulebook (and subsequent related books) are referred to as "early armors". Firearms target touch AC only against early armor. Advanced armor, having been designed with firearms in mind, causes firearms to target normal AC.

#### BULLETPROOF

Firearms in Necropunk, by default, bypass natural armor. Certain creatures are noted to be "bulletproof". Such creatures are able to apply their natural armor against firearms.

#### IMPROVISED ARMOR

Thrown-together heavy gear that anyone could assemble themselves at a big box store. It generally consists of leather, padded armor of athletic use quality, and possibly a few plates of metal for support.

#### CIVILIAN ARMOR

This grade of armor can be bought on the market by anyone. It is generally used for wargames, hunting, and occasionally as paramilitary armor. It is mostly made of a soft leather with boiled leather on the joints and ceramic inserts over vital areas.

#### BULLET WEAVE

A loose weave of durasteel wires inside a padded vest. It is akin to a bulletproof vest and worn in the same fashion. A character can hide the fact they are wearing one easier than other armors. It gets a +4 bonus on checks made to disguise it.

#### COMBAT ARMOR

Padded vest and pants with durasteel plates on key locations. This has a focus on mobility over defense.

#### PARAMILITARY ARMOR

A durasteel mesh with a light chest pieces and open faced helmet. This has a focus on defense over mobility.

#### MITIGATION ARMOR

This piece of armor is a technical marvel. It is a full bulletweave jumpsuit with an extensive chest/back piece, full durasteel helmet, gorget, elbows, wrist, groin, and knees that is also home to half a dozen small deflector arrays. These small arrays mislead

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**TABLE 10-7: SETTING SPECIFIC ARMORS**

LIGHT ARMOR	COST	ARMOR BONUS	MAX DEXTERITY BONUS	TECH LEVEL	ARMOR CHECK PENALTY	SPEED (30 FT.)	WEIGHT
Improvised Armor	20 R	+1	+8	0	0	30 ft.	10 lbs.
Civilian Armor	20 R	+2	+6	0	0	30 ft.	15 lbs.
Bullet Weave	100 R	+4	+4	1	0	30 ft.	20 lbs.
Darksuit*	4,750 R	+5	+6	2	0	30 ft.	20 lbs.
Organic Mesh*	38,700 R	+6	+8	3	0	30 ft.	20 lbs.
Second Skin*	15,000 R	-	-	4	-	30 ft.	10 lbs.
Drifter Mesh*	11,600 R	+7	+9	5	0	30 ft.	20 lbs.
Shimmersuit	85,000 R	+8	+10	7	0	30 ft.	5 lbs.

MEDIUM ARMOR	COST	ARMOR BONUS	MAX DEXTERITY BONUS	TECH LEVEL	ARMOR CHECK PENALTY	SPEED (30 FT.)	WEIGHT
Combat Armor	20 R	+4	+4	0	-3	20 ft.	25 lbs.
Paramilitary Armor	20 R	+6	+2	0	-5	20 ft.	40 lbs.
Mitigation Armor	20 R	+6	+3	4	-4	20 ft.	30 lbs.
Death Head Armor*	4,750 R	+7	+3	2	-3	20 ft.	30 lbs.
Wetwork Armor	20,000 R	+8	+4	3	-2	30 ft.	40 lbs.
Boneskin*	50,000 R	-	-	3	-	30 ft.	15 lbs.
Sentinel Pattern Boneskin*	80,000 R	+6	-	4	-	30 ft.	35 lbs.
Tactical Denial Armor	110,500 R	+8	+4	6	0	30 ft.	40 lbs.

HEAVY ARMOR	COST	ARMOR BONUS	MAX DEXTERITY BONUS	TECH LEVEL	ARMOR CHECK PENALTY	SPEED (30 FT.)	WEIGHT
Environmental Gear	500 R	+4	+0	1	-7	20 ft.	80 lbs.
Assault Armor	300 R	+7	+1	1	-6	20 ft.	50 lbs.
Tactical Armor	450 R	+8	+0	1	-7	20 ft.	100 lbs.
Wargear	5,000 R	+9	+1	3	-6	20 ft.	500 lbs.
Dragon Armor	62,300 R	+10	+1	6	-6	20 ft.	300 lbs.
Behemoth Shell*	116,250 R	+13	-1	4	-8	10 ft.	1t
Golem Armor*	250,000 R	+9	-	5	-	30 ft.	2 t

SHIELDS	COST	ARMOR BONUS	MAX DEXTERITY BONUS	TECH LEVEL	ARMOR CHECK PENALTY	SPEED (30 FT.)	WEIGHT
Deflector Shield	20 R	+1	-	3	-1	-	5 lbs.
Tactical Shield	20 R	+2	-	2	-2	-	20 lbs.
Guardian Shield	20 R	+4	-	4	-2	-	30 lbs.
Welshen Progenitor Shield	5,000	+3	-	10	-	-	1 lbs.

\*NECROTECH ARMOR. SEE ENTRY IN THE NECROTECH CHAPTER IN THE GEAR SECTION FOR DESCRIPTION AND EFFECT.

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projectiles aimed at it. Ceramic inserts cover the kidneys, heart, and other vital areas. When a critical hit or sneak attack is scored on the wearer, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

#### TACTICAL DENIAL ARMOR ("SAINTSKIN ARMOR")

A more advanced armor patterned on the mitigation armor chassis. It offers more protection with the durasteel replaced with adamantine. This armor offers DR 5/- and when a critical hit or sneak attack is scored on the wearer, there is a 75% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

#### ENVIRONMENTAL GEAR

A bulky spacesuit used to explore the depths of space. The user is treated as if they had the effects of an *endure elements* spell (from the Pathfinder Core Rulebook) constantly active, though in a mundane form.

#### ASSAULT ARMOR

The main idea behind assault armor was to make the more bulky tactical armor able to be used in a special operations capacity. It is an agile and articulated form of tactical armor with less coverage.

#### TACTICAL ARMOR

Full body durasteel armor with a close faced helm, basic environmental controls, and coated with anti-ballistic measures.

#### WARGEAR

Two-inch thick durasteel plates cover this entire suit of mechanized assault armor. An additional anti-ballistic cloth layer covers the interior just below a layer of bulletweave. This daunting armor is slow moving, but a walking fortress.

#### DRAGON ARMOR

Dragon armor is a unique wargear variant that was made as a more streamlined version of behemoth armor. It is designed from exotic and rare alloys that allow it to resist extreme heat. The armor can resist temperatures up to 10,000

degrees F for short periods of time. A complex network of scales-shaped heatsinks allow it bleed of heat at an astounding rate. As an immediate reaction, a character wearing dragon armor can become immune to fire and cold damage for 3 + 1d6 rounds. Normally, a character has fire and cold resistance 10 when in this armor. A suit of dragon armor requires 1d4 minutes to reset before becoming immune to fire and cold again.

#### DEFLECTOR SHIELD (BUCKLER)

A small anti-projectile durasteel shield occasionally blocks rounds. This is more a point to point defense than a tactical alternative to cover.

#### TACTICAL SHIELD (LIGHT SHIELD)

Used by soldiers, this shield is light enough to move with, but still protective enough to guard against all but the highest caliber round.

#### GUARDIAN SHIELD (TOWER)

When you need to move through a field of fire from a magrail cannon and live, you grab a guardian shield. Taller than a man and wider than one too this is commonplace amongst law enforcement organizations combatting heavily armed gangs.

#### WELSHEN PROGENITOR SHIELD (BUCKLER)

This small forcefield is about the size of a dinner plate. It is generated by placing the modulator on the palm of the hand and holding it up in a "stop" gesture. It can be used by members of the Welshen faction as if it was Tech Level 1. Magdaleeno clan members dislike progenitor technology, adapted or not.

### OUTFITS (SOCIAL ARMORS)

Not every piece of armor we wear is physical. The human mind is wrapped up in all sorts of layers. Pieces of memories, social constructs, learned behaviors, personal biases, the influence of peers, the perception of beauty, all of these constitute some form of defense. However, we can reinforce this social armor by dressing the part. Uniforms can suggest comradery, increase anonymity (which in turn lessens inhibitions towards violence), and reinforce role association (see the Stanford Prison

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Experiment and the works of Philip Zimbardo for more information). A dress that leaves little to the imagination fails to solicit the attention of a sophisticated gentleman and makes a woman seem less demure. A power suit can close a deal and an intricate silken kimono can complete a living work of art.

Mechanically, an outfit is light armor. It provides no armor bonus, imposes a maximum Dexterity bonus of +5 and does not limit a character's movement speed unless otherwise indicated. Instead an outfit provides a bonus to the SMB and SMD of a character for certain social maneuvers. A character may not wear armor and an outfit at the same time. The sole exception to this rule are bulletweave vests which can be effectively worn under a less revealing outfit.

Outfits are expensive and tailored to the character who wears it. In order to craft an outfit, it costs 1,000 resource for every +2 cumulative bonus the outfit provides (If an outfit gave a +2 to two different social maneuvers, it would cost 2,000 resource to craft). The DC is equal to 10 + 1 for every +2 the outfit likewise provides. In order to provide a bonus greater than +2 to a single category a social armor must provide a bonus at least 2 lower in one other category. No bonus may be more than 2 higher than another.

#### BUSINESS ATTIRE

With powerful lines, lavish materials, a dark color palette, and form accentuating profiles (like shoulder pads) business attire makes a person look more professional, suited for leadership, and business savvy. They tend to make a character look "bigger" and more domineering, though in subtle ways. The expensive materials used suggest that the wearer is well-to-do and it can trigger the urge for your own advancement. Business attire often does not show as much skin as other kinds of clothing, but that doesn't mean it can't invoke a sort of primal "alpha dominance" that the opposite gender craves. Chic female power suits, sexy corporate dresses, well-cut dark bespoke suits, or even a well-tailored peacoat can invoke the imagery of a

corporate leader.

+2 BARTER, INTIMIDATE, DIPLOMACY, CONFIDENCE, AND BRIBE

#### HIGH FASHION

The peak of fashion belongs on the runway, but high fashion takes the abstract works of art created for show and brings them into the real world. High fashion is not always functional, but it is provocative in the artistic sense. The mystique brought on by the bold statements incorporated into the design are polarizing- they are either effective or off-putting. Many exotic clothing falls into this category but they all share the artistic, excessive and bizarre qualities that one might see on the runway. High fashion has a 20 ft. move speed.

+2 INSPIRE, INTIMIDATE, AND CONFIDENCE

#### REVEALING ATTIRE

Outfits like this leave little to the imagination. It takes confidence, a good physique, and a lot of work to look good in revealing attire. This fashion archetype can be identified by thin, form fitting, material that accentuates the natural features of the body. It often does not cover the entire body, a good deal of bare skin is visible. While innately sexy, it also suggests ferocity, confidence, and self-actualization. Unfortunately, this can backfire if done improperly and make a person seem desperate for attention, overly ambitious, and even immature. Club attire, modeling outfits, dancer's attire, or other suggestive clothing falls into this category. A character must have a Charisma of at least 13 to wear this and gain the +2 bonus it provides. If a character has 20 or more Charisma, this boosts the bonus granted to a +4 (though this does not affect the price). A character who wears revealing attire with less than 10 Charisma instead takes a -4 penalty to all social maneuvers.

+2 CONFIDENCE, SUPPORT, PLEAD, AND INSPIRE

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## CEREMONIAL ATTIRE

Every important ceremony requires a special kind of attire. Clerics wear ornate cassocks or other vestments, judges wear judicial robes, and kings wear the regalia of their office during ceremonies. An outfit created in this category only applies to a certain situation and the bonus only affects those invested in the ceremony.

+4 CONVINCE, INSPIRE, TEACH, AND MENTOR

## MILITARY DRESS

Crisp, aggressive lines with ceremonial function make the pomp of this kind of outfit work.

Everything on a military outfit is orderly, tight fitting, clean and indicative of the military they are part of. Rank is prominently noted on these outfits as well as any awards and commendations the character may have obtained. Reminiscent of battle garb, military attire is intimidating, inspires confidence, and lends the credibility of the military to the person.

+2 CONFIDENCE, INTIMIDATE, DIPLOMACY, INSPIRE, AND TACTICAL GUIDANCE

## UNIFORM

Functional, identifiable, and mass-produced, a uniform is made to enhance cohesion and teamwork amongst a group of people. Police duty uniforms, military field outfits, branded corporate attire, day-to-day clerical vestments are examples of this kind of clothing. Creating a uniform costs half the total price and the bonuses it provides only apply to members of their own group.

+2 SUPPORT, BARTER, INSPIRE, AND TACTICAL GUIDANCE

# CHAPTER 9: NECROTECH

## RESTORATION ITEMS

### DERMAL REPAIR KIT

Tech Level: 2

PPI Cost: 1

Effect: As a standard action, a creature can use a dermal repair kit to heal 1d6 + his total bonus to the Heal skill. Healing someone requires both hands and provokes an attack of opportunity. The user must be adjacent to a creature he is using a dermal repair kit on. A creature must have at least 1 rank in Heal to use this. A creature can use a dermal repair kit on himself. A dermal repair kit has 10 charges before it is expended. 1 charge provides one healing attempt.

Description: A toolbox of potent chemicals and wet adaptive flesh that, when applied by a trained professional, can heal almost any minor wound.

Seize Effect: Waste 1 charge per round spent seizing.

Cost: 500 R

### KNITTER COLONY

Tech Level: 2

PPI Cost: 1

Charge Effect: As a swift action, a creature may apply a small dose of powder to a target's skin. The powder is actually a colony of microscopic organisms. If the user provides 1 PPI to them, they grant fast healing equal to the maximum value of the target's HD. This lasts for 10 rounds and it only provides the healing while PPI is invested in it. Physical contact is required to maintain the PPI investment if you have less than 10 PPI. If you have 10 or more it may be invested at a range of 10 ft.

Description: A small tin container with a single dose of grey powder.

Seize Effect: None

Cost: 500 R

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## ADVANCED KNITTER COLONY

Tech Level: 6

PPI Cost: 1

Charge Effect: As knitter colony, except it grants the target fast healing equal to twice the maximum value of the target's HD.

Description: A little medical canister with a single dose of bright blue cream.

Seize Effect: None

Cost: 1,500 R

## NECROTECH GEAR

### BONESKIN

Tech Level: 3

Charge Cost: 3 PPI

Charge Effect: +4 dodge bonus to AC, +4 Strength bonus, +4 Dexterity bonus, ability to lift 10x normal amount of weight, +2 Intelligence, ability to act at phase 2, +2 vs poison saves

Extra Effect: For each additional PPI a character charges this item with, he gets DR 1/chaos rounds to all damage he receives.

Cost: 50,000 R

Description: While cartilage is not quite as psycho-conductive as bone, it is still psycho-reactive. These tight bodysuits allow the user to control their body directly with their mind and react to unseen dangers with pre-thought. The suit, which fits like a second skin, can be psychically hardened to protect the wearer from harm and also augments their strength 10 fold.

Attaching a boneskin suit to a host is a very involved necrotech process. It takes a DC 25 Craft (necrotech) check that takes 2 hours. Once bound to a host, it cannot ever be attached to another person. A second spine on the suit is affixed to the spine of the host. This second spine augments the user's mental capacity by allowing the user to allocate some of the subconscious processes of the brain to be handled by brain matter stored in the second spine. When active, it slows down time for them and improves reaction time to a near precognitive level. Rather than moving their arm, they simply will the suit to move and it does. A dozen tiny injectors in the spine can dose the wearer with any number of anti-toxins or stimulants.



*Boneskin*

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Part of the cognitive stimulation process involves the use of these stimulants so activation is required. Prolonged use in the “activated” state is not recommended. Boneskin only provides the bonus while active. It is a swift action to activate or deactivate boneskin. For every full minute the user has boneskin active they must make a Fortitude save DC 15 + 2 per previous check (within 24 hours) or have their body give out. If their body gives out, the suit deactivates and causes the character to be fatigued for an amount of time equal to twice the duration they had the boneskin active for. In addition, if the body gives out the character gains 1 negative level for the next hour. A character with a negative level cannot activate boneskin and their PPI is effectively 0.

Bullets have a hard time hitting boneskinned fighters due to their inhuman speed and reflexes. Even if they could land a hit, a fighter with a high enough PPI could simply tighten the boneskin to a strengthen it a thousand times harder than steel.

Boneskin, being an organic material, is self-repairing. It takes effort and time to regrow lost cartilage, but the suit can draw energy from its wearer to repair small holes (like a bullet hole) in about 24 hours. Boneskin with the broken condition repairs itself in 1 week.

Seize Effect: The wearer is staggered until the start of their next turn and takes 1d4 bludgeoning damage as the armor constricts him.

#### SENTINEL PATTERN BONESKIN

Sentinel pattern boneskin is like typical boneskin but has the following changes. They are Tech Level 5 and have a 25% chance to negate precision damage. They have an embedded comlink as part of the system as well.

Cost: Not for sale (see Sentinels)

#### SECOND SKIN

Tech Level: 4

Charge Cost: 2 PPI

Charge Effect: +3 dodge bonus to AC, +1 Strength bonus, +1 Dexterity bonus, ability to lift 3x normal amount of weight.

Cost: 15,000 R

Description: The term “second skin” is used to describe any number of partially covering boneskin outfits without a second spine. They have small cognitive control nodes at the base of the neck instead.

Seize Effect: The wearer is staggered until the start of their next turn.

#### DARKSUIT

AKA: “KILLER’S SHALE”

Tech Level: 2

Charge Cost: 1 PPI

Charge Effect: +5 competence bonus on Stealth checks

Cost: 4,750 R

Description: This bulletweave suit is covered in eyes that make a wearer harder to see by refracting light away from the body. It allows the wearer to lessen their presence and break up their outline at will.

Seize Effect: The wearer starts shining multi-colored lights, shedding light like a torch for 1d4 rounds.

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#### ORGANIC MESH

AKA: "HORROR SKIN"

Tech Level: 3

Charge Cost: 2 PPI

Charge Effect: Armor can take on the appearance of any normal set of clothing (not social armor). When a critical hit or precision damage is scored on the wearer, there is a 75% chance that the critical hit or precision damage is negated and damage is instead rolled normally.

Cost: 38,700 R

Description: This symbiotic mesh of living flesh over bulletweave that adapts to the environment. It can take on the appearance of any normal set of clothing. The armor retains all of its property when it is disguised. The suit has been known to subtly adapt to incoming threats on its own by massing itself near the point of impact.

Seize Effect: The wearer is staggered until the start of their next turn.

#### DRIFTER MESH

AKA: "MUMMY-SKIN"

Tech Level: 5

Charge Cost: 2 PPI

Charge Effect: This armor increase the wearer's base land speed by 10 feet. Drifter mesh also allows the wearer to travel without actually touching the ground. The wearer must still run above (always around 4 inches above) a roughly horizontal surface. This means that the wearer can cross non-solid or unstable surfaces such as water. A person wearing drifter mesh can move without leaving tracks on any sort of ground.

Cost: 11,600 R

Description: Small antigrav emitters on the body and soles of the feet allow the wearer of this bulletweave armor to seem to "dance" across the ground. The armor itself is wrapped in a layer of bandage-like material that trails behind the wearer giving it the nickname "mummy-skin". These bandages help with the heat bleed from the numerous antigrav emitters.

Seize Effect: Target is knocked prone.

#### SHIMMERSUIT

AKA: "GHOST-SKIN"

Tech Level: 6

Charge Cost: 2 PPI

Charge Effect: On command, this ability allows the wearer of the armor to become ethereal (as the *ethereal jaunt* spell found in the Pathfinder Core Rulebook) 3 times per day. The character can remain ethereal for as long as desired but, once he returns to normal, he must expend another charge to return to being ethereal. A character is fatigued on the round following the deactivation of a shimmersuit, as is draws from stored biological energy. The suit's charges refresh once the character has gotten 8 hours of rest.

Cost: 85,000 R

Description: Experimentation with states of matter on the quark level has yielded interesting results in the area of matter phasing. A small hip mounted generator covers the wearer in a ghastly, opaque, blue glow that turns them translucent (giving rise to the armor's nickname). It requires constant mental monitoring and feeds off the bioelectricity of the wearer.

Seize Effect: The user slips randomly, causing them to teleport 30 ft. in a random direction.

#### DEATH HEAD ARMOR

Tech Level: 2

Charge Cost: 1 PPI

Charge Effect: This armor can reload a weapon as a swift action (see description for more information).

Cost: 4,750 R

Description: Death head armor is full body durasteel armor covered by a thick plated duster. It has a number of small hidden organic manipulators. These tiny black worm-like appendages aid the wearer in simple manual tasks and only creep out to do their work before slinking back into the armor.

These tiny black appendages can slither out and automatically reload one weapon with one type of ammo as a swift action, regardless of the type of weapon. The wearer must have the correct ammo

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type stored in the suit. It takes 10 minutes to load enough ammo for 1 clip into the death head armor. The armor can store up to 3 clips. These tiny manipulators vaguely respond to mental input and can do very little other than reload a gun or hold a object weighing less than 1 lb.

**Seize Effect:** The wearer is attacked by his own manipulators who unload 1 clip of his ammo stored in his suit.

#### WETWORK ARMOR

Tech Level: 3

Charge Cost: 2 PPI

Charge Effect: This armor grants the user the effect of *enlarge person* or a +4 bonus on disease and poison Fortitude saves and a +2 bonus on Reflex saves.

Cost: 20,000 R

**Description:** A complex array of vein-like organic tubes weave together like a bundle of cables to cover the entire body of the wearer. When struck, they stiffen to soften the blow. This can cause slag rounds to feel like a goodnight kiss if they hit the right spot.

This complex network of organic tubes can be inflated to cause the user to swell immensely in size. When swollen to their full size, the creature wearing the armor gains the same effects as the spell *enlarge person* (as described in the Pathfinder Core Rulebook). Activating this ability is a move action and the armor remains in the swollen state for 4 rounds. This effect can not be ended prematurely. It takes 10 minutes before the armor can do this again.

This suit also incorporates a blood filtering system and a proximity warning system to allow the user to react to danger more readily when not swollen. In an unswollen state this armor grants the user a +4 bonus on disease and poison Fortitude saves and a +2 bonus on Reflex saves.

**Seize Effect:** The wearer is staggered until the start of their next turn and takes 1d4 bludgeoning damage as the armor constricts him.

#### BEHEMOTH SHELL

Tech Level: 4

Charge Cost: 2 PPI

Charge Effect: DR 10/-, climb speed (10 ft.)

Charge Effect: For each additional PPI a character charges this armor, with, it gains DR 2/-. This is addition to the suit's existing DR.

Cost: 116,250 R

**Description:** Used by bomb disposal units and vanguard soldiers, behemoth armor is excessively heavy and well protected at the cost of mobility. This armor is made of cast pieces of adamantite two inches thick with an organic interior that uses synthetic muscles to move the heavy armor. Large, three-clawed boots outfitted with powerful magnets allow the user to grip onto any surface.

**Seize Effect:** The wearer is staggered until the start of their next turn.

#### GOLEM

AKA: "SKELETON SUIT"

Tech Level: 5

Charge Cost: 5 PPI

Charge Effect: +10 dodge bonus to AC, +8 Strength bonus, +2 Dexterity bonus, ability to lift 20x normal amount of weight, +6 Intelligence, ability to act at phase 3, +2 vs poison saves, character grows one size category.

**Special:** The adjustments to ability scores and movement speed for growing one size category are built into the bonuses provided by the armor. A character in golem armor still receives a -1 penalty on attack rolls and to its AC due to its increased size. This still grants them additional reach.

**Extra Effect:** For each additional PPI a character charges this item with, he gets DR 2/chaos rounds to all damage he receives.

Cost: 250,000 R

**Description:** Golems are massive behemoths made out of the skeleton of giants and augmented with cybernetics. These "giants" are grown in special facilities from recently dead patients. Pilots are surgically grafted to the spine of the golem in order to pilot it. Pilots are referred to as a "host", and their golems are often called "shells". They are designed with love and artisan craftsmanship.

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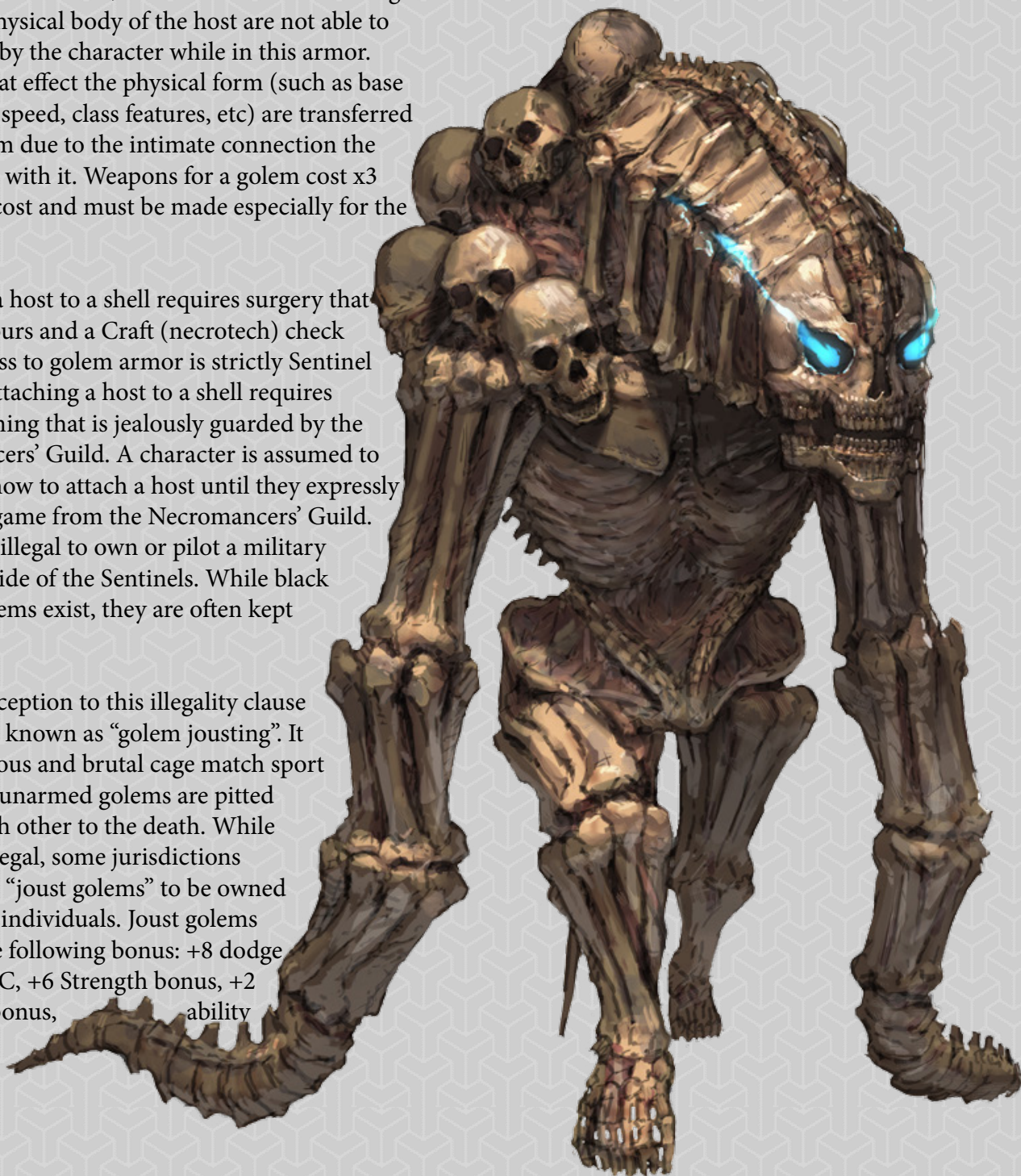
Many resemble skeletal statues with the stylized head of an animal or features reminiscent of ancient warriors. A golem acts in phase 3. This is due to a complex cluster of spines and multiple small slaved computing brains located in the body. These brains are all able to process small amounts of information and feed that information back to the host. Often times hosts are blinded with a visor or other sensory deadening device so that they can focus entirely on the sensory input of the golem. Grafts, natural attacks, or other abilities stemming from the physical body of the host are not able to be utilized by the character while in this armor. Abilities that effect the physical form (such as base movement speed, class features, etc) are transferred to the golem due to the intimate connection the host shares with it. Weapons for a golem cost x3 their base cost and must be made especially for the golem.

Attaching a host to a shell requires surgery that takes 24 hours and a Craft (necrotech) check of 35. Access to golem armor is strictly Sentinel military. Attaching a host to a shell requires expert training that is jealously guarded by the Necromancers' Guild. A character is assumed to not know how to attach a host until they expressly learn it in game from the Necromancers' Guild. It is highly illegal to own or pilot a military golem outside of the Sentinels. While black market golems exist, they are often kept secret.

The one exception to this illegality clause is the sport known as "golem jousting". It is a dangerous and brutal cage match sport where two unarmed golems are pitted against each other to the death. While typically illegal, some jurisdictions allow these "joust golems" to be owned by wealthy individuals. Joust golems provide the following bonus: +8 dodge bonus to AC, +6 Strength bonus, +2 Dexterity bonus, ability to lift 10x normal

amount of weight, +3 Intelligence, ability to act at phase 3, +2 vs poison, character grows one size category. These cost the same as normal golem armor.

Getting into typical golem armor takes 1 minute for the host. Golem armor only provides its bonus while active. It is a swift action to activate or deactivate golem armor. For every full minute the user has the golem armor active for, they must make a Will save of DC 15 + 2 per previous check



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(within 24 hours) or have the armor go berzerk. If berzerk, the host loses itself in a war frenzy. It goes on a rampage, attacking the nearest living creature or smashing objects smaller than itself if no creature is within reach, then moving on to spread more destruction.

One of the most effective methods of calming a berzerk golem is to engage it in social combat and make a convince maneuver to calm it. However, while in the berzerk state a golem's host gains a +8 bonus to his SMD and will likely decide to kill whatever is talking to him.

**Seize Effect:** The host must immediately make a berzerk check as if he had spent an additional minute in the armor.

#### EMBEDDED COMLINK

Tech Level: 3

Charge Cost : 1 PPI

**Charge Effect:** You are able to communicate with any willing creature you have met before. This piece of necrotech transmits someone's voice or thoughts point-to-point or via an encoded frequency. It is embedded under the skin and attached to the user's bone. The greater the distance, the greater the delay (The signal is assumed to travel at the speed of light). Coms can jack into public channels and hear talk or music (which are akin to mental radio stations). Many accept mental feedback from their listeners to determine the programming. It takes a UTD check of 20 to encode a message and a greater UTD check to break it.  
Cost: 1,000 R

**Seize Effect:** The comlink stops working for 1d4 minutes and the user gets a random radio station playing in his head.

#### FRIENDBONE

Tech Level: 1

Charge Cost: 1 PPI

**Description:** A small coil of bone and magnetics that allow a simple thought to resonate with exceptional loudness. Friendbones come in tuned pairs. Holding one friendbone and charging it with 1 PPI causes a small harmless psychic "pulse" that allows for creatures with the matching friendbone to sense the exact location (down to the square) of the other friendbone. Activating a friendbone is a swift action. Friendbones have a range of 1 ly + 1 ly for every PPI the user has maximum.

Cost: 500 R

**Seize Effect:** An erroneous location is given then the bone stops working for 1d4 min.

#### HARMONOGY GLAND

Tech Level: 1

Charge Cost: 1 PPI

**Charge Effect:** This temporary external organ requires a swift action to activate. After that, a charged gland causes unarmed attacks to deal an additional 1d6 acid damage. This acid is powerful enough to melt 1/4th of an inch of metal per round. It deals x3 damage to objects. A harmonogy gland functions for 20 rounds.

**Description:** A small bluish synthetic organ that looks like a liver. Like most temporary external organs, it has a small cap with a catheter attached to it. It undulates and beats in its case when unused. It has a dayglo orange liquid inside that, when it enters the human bloodstream, causes it to secrete a powerful acid. The hand is generally used to produce this acid. To activate it, the user must insert a tri-tipped catheter into their vein and rhythmically squeeze the organ. This occupies two hands to use.

Cost: 3,000 R

**Seize Effect:** Your body begins to spew acid internally. You take acid 2d6 damage for the next 1d4+1 rounds.

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## TARANTULA BOMB

Tech Level: 2

Charge Cost: 1 PPI

Charge Effect: Applying a charge to this fuzzy little ball activates it like a grenade. It is a thrown splash weapon that deals 1d6 damage per 3 HD of the user. It strikes all adjacent targets. Creatures may make a Reflex save for half damage (DC 15 + 2 per 3 HD). A boneskin (or second skin) user who is hit by this damage cannot concentrate until he takes 1d4 hours to clean the tiny hairs out of his boneskin. He also takes -1 to all hit and damage rolls.

Description: This is an irritating hair bomb used by Sentinels for crowd control. It gets through boneskin and irritates the hell out of anyone wearing one too.

Cost: 2,000 R

Seize Effect: Bomb goes off in the users hand.

## HEARTSABER [EXOTIC WEAPON]

Charge Cost: PPI: 5

Charge Effect: This weapon has the profile of a longsword. As a standard action, a heartsaber can be activated. Once activated, it requires only concentration to maintain its connection. It ceases to function if he is unconscious.

It fights on its own, using the base attack bonus of the one who loosed it. While active, it cannot make attacks of opportunity, and the activating character it is not considered armed with the weapon for the purposes of attacks of opportunity. The weapon is considered wielded or attended by the activating character for all maneuvers and effects that target items. While active, the weapon shares the same space as the controlling character and can attack adjacent foes. A heartsaber accompanies the activating character everywhere.

As its blade is made of a coronal discharge fueled by the reaction of psychic energy with the pure heart encased in the crystal, it ignores nonliving matter. Armor and shield bonuses to AC (Pathfinder note: including any enhancement

bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A heartsaber cannot harm objects.

While wielding a heartsaber, all other attacks take a -4 penalty as you must dedicate a substantial amount of focus to the weapon and it often gets caught up in the wielder's limbs in the heat of battle.

Without the Dueling Hearts feat a character can only wield one heartsaber at a time.

**Pathfinder Conversion:** This weapon is best represented by a *dancing brilliant energy* longsword that requires a concentration check to maintain.

Description: The heartsaber is an ingenious and elegant necrotech weapon devised by the necromancer's guild. A heartsaber is a preserved heart of an innocent encased in crystal and decorated with a complex and beautiful web of intricately inlaid bone. This heart-sized crystal can be used to project a blade of energy that resembles a sword. Tiny, intricate, anti-gravity emitters line the crystalline surface. Its blade appears as long sword formed entirely of energy that looks like a corona discharge with a deep indigo hue. Controlled by the wielder's mind, it is a weapon that takes an immense degree of control and a high degree of psychic potential to utilize.

Most schools teach that to properly use a heartsaber the user gently crosses their arms over their chest and places their palms flat on their pectoral muscles or shoulders. The advantage of this is two-fold. The first is to remove the arms from the area the heartsaber could be swinging in (keeping track of both your arms and a heartsaber proves difficult). The second advantage is that it helps to center the wielder. Like other meditative stances, it has proven effective in keeping the mind focused on the control of the weapon.

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Once given a psychic charge the heartsaber levitates to about the chest level of the wielder with its blade held upwards. By shifting their focus, the user can adjust the levels of the 64 different antigrav emitters on the fly to control the weapon in flight. Controlling a heartsaber is more difficult the farther it is away from the one wielder. Extending it more than 5 feet is challenging even for advanced students of the art of heartsaber dueling.

Cost: 50,000 R

Seize Effect: Weapon does not function for 1d4 min.

**SIDEBAR>> THE HEART OF AN INNOCENT**  
These weapons are created from the hearts of the innocent. While this sounds rather gruesome, hearts harvested by force are actually spoiled and cannot be used. The person has to have passed away under natural circumstances. For the intents and purposes of what defines a “innocent”, we will use the following: The heart must have come from a creature of good alignment who has not experienced any traumatic event in their life. The heart is the most important part of the weapon and skilled duelists will tell you that each weapon has a very distinct personality. Many see it as a way of allowing a “spirit” of a good person to live on. On occasion heartsabers have turned off rather than committed disgustingly cruel or evil acts. The Necromancers’ Guild has never been able to confirm the existence of a “soul” in the heart. Then again, they have not been able to adequately explain the turning off of the weapon. The Guild has suggested that it is simply a subconscious mental block the mind imposes when committing the act and the heartsaber is simply acting on that.

## GHOULS

Part manservant, part horror show, part cyborg, part walking chemical concoction, and all shambling corpse. Before a person who is in debt dies, they can elect to become a ghoul upon their death. A ghoul is a corpse that has been hopped-up on chemical stimulants, augmented with some Franken Science, lobotomized, and psychically programmed to do whatever someone tells them to. Investing more PPI into your command to a ghoul means it will listen to you rather than someone who has put less in. As they are lobotomized, ghouls have very little capacity for thought. They will do any task, even if that task involves shambling into a woodchipper. Ghouls forever smell like formaldehyde and stale beer. When not doing anything, they tend to huddle in corners or dark places and march in place with weak little baby steps. They also convulse and twitch from time to time, and on occasion have violent seizures that they don’t notice.

A ghoul is made out of the recently deceased body of a human. It can be dead for no longer than 1 day per HD of the dead creature. To craft a ghoul a character must make a Craft (necrotech) check of DC 10 + 2 per HD of the creature. It costs 2,000 resource + 2,000 R per HD of the creature. The surgery takes 2 hour per HD of the creature. This time is done in 8 hour increments. A corpse will spoil in 120 hours and the procedure will fail. The check is made at the end of the procedure. If the check fails, ½ the resource is expended and the corpse is rendered useless and unsuitable for further ghoul-making. The parts may not be used to craft other necrotech/body modifications.

The resulting creature retains feats and class feature from when it was alive as if it had 1 class level per 3 HD it had in life (Example: If a creature has 20 HD, it retains its first 6 class levels) but has no skill points. It retains its physical ability scores. All of its mental stats (Charisma, Intelligence, and Wisdom) are reduced to 3. A ghoul’s social bonus is 0. A ghoul has only the vaguest memories of what it was in life and cannot talk beyond quiet, unintelligible, guttural noises. A ghoul has no PPI. The upkeep of a ghoul costs 3 resource per week in chemical supplements.

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A ghoul does not need to eat or sleep but they do need to breathe to continue functioning.

By investing 1 PPI for 1 round, a character can issue a command to a ghoul as a free action. This can be done once per round when he is allocating his PPI. Ghouls take commands literally. Multiple commands can be issued to a ghoul during a round. If they receive conflicting commands, the character with the most invested PPI wins. If they are equal in invested PPI, the ghoul attempts to execute all successful commands. If they conflict, the winner is decided by an opposed Social maneuver check.

A ghoul recognizes its creator. That character is considered to have +2 circumstance bonus on invested PPI for the purposes of conflicting orders. Ghouls are always staggered and have a -4 penalty when making attacks. Ghouls are mindless creatures.

#### GHoul CUSTOMIZATION:

The dead can be modified like the living and many take a great deal of pride in the creation of sophisticated ghouls.

#### MINDLOCKED

DC: +10      PRICE: 2,000 R

A ghoul will only accept commands from a single creature who is in possession of a small peanut-sized control chip. This grants a +4 bonus circumstance bonus to invested PPI for the purposes of conflicting command checks.

A character who has 5 or more PPI then the controller can still issue commands to a mindlocked ghoul.

#### INTEGRATED WEAPON

DC: +10      PRICE: 2,000 R + weapon

A ghoul can wield a weapon that is integrated into their body. They do not suffer the -4 penalty on attack rolls made when using that weapon.

#### BODY MODIFICATION

DC: +0      PRICE: price of body modification

A ghouls can have a single body modification integrated into them. The body modification check must be made separately at the time of creation. If one check fails, both checks fail.

#### CYBERNETIC ENHANCEMENT

DC: +10      Price: 5,000 R

A ghoul with this enhancement is not staggered.

#### COMPOSITE

DC: +10      Price: 5,000 R + 2 additional corpses of the same size

A ghoul with this enhancement grows one size category larger. The crafter uses spare parts from a additional ghouls to make it so. The ghoul gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

#### COMPACT

DC: +10      Price: 7,500 R

A ghoul with this enhancement shrinks by one size category. The crafter removes extra parts to make an excellent travel-sized companion. The ghoul gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

#### HYPER ADRENAL RESPONSE

DC: +5      Price: 1,500 R

A ghoul with this enhancement gains +10 ft. bonus to its movement speeds and becomes rather excitable.

#### SUPERFICIAL

DC: +2      Price: 200 R

A character crafting a ghoul can change the superficial qualities of the ghoul to suit their personal tastes.

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## BODY MODIFICATIONS

Body modifications are surgical implants made out of crafted necrotech that alter the physiological abilities of the patient. Every body modification listed has a Craft (necrotech) DC, an install DC, a slot, an operation time, a recuperation time, and a cost. Any body modification may be removed by making a check equal the DC and spending an amount of time equal to the install DC, and spending an amount of time equal to the operation time.

Installing or removing a body modification requires a heal check equal to the install DC. Failure may have dire consequences for the patient however. Should the surgery fail by 10 or more, or the surgeon roll a natural 1 on his check, then the patient needs to make a Fortitude save or die. The DC of this Fortitude save is  $10 + \frac{1}{2}$  install DC. If a surgeon is interrupted mid surgery for more than 30 seconds per rank in heal, then he treats his result as a natural 1.

Body modifications modify the way a human body works and there are often complications that arise. The recipient of a body modification develops a complication as described in the body modification's entry. Body modifications are often obvious and many cause detriments to your appearance. This is indicated in the complication section when relevant.

- **CRAFT DC:** The DC to craft the biological system to be placed into the subject's body.
- **INSTALL DC:** The DC of the Heal check to install the body modification into the body.
- **SLOT:** This denoted which body slot the modification takes up. Applying a second modification to the same slot gains a +10 bonus to the surgery DC. No single slot can support more than 2 body modifications.
- **OPERATION TIME:** The actual time it takes to perform the procedure from start to finish.

- **RECUPERATION TIME:** The amount of time it takes the body to recover from surgery. Recuperation time starts after the end of the surgery. While the subject may be healthy, getting an additional operation while recuperating adds +5 to the Surgery check, and +2 to the DC to resist death (in addition to the extra from the higher surgery check). If the surgery fails at all the subject must make a Fortitude save or die.
- **COMPLICATION:** This is the drawback to a body modification. Without the specialized surgery to remove the effect, the complication is constantly in effect. Also, while recuperating the subject is affected by the complication, stacking with itself if it was not successfully avoided. Avoiding a complication adds 5 to the install DC and adds 50% to the cost of the body modification. Failure by less than 5 simply results in the complication remaining.
- **COSMETIC COMPLICATION:** This is the drawback to having visible body modifications. If the complication is avoided, the subject's modifications are not obvious or can be hidden. These are not visible while recuperating.
- **OBVIOUS:** Obvious complications apply a -1 position category in areas not accustomed to such radical changes. This penalty increases to a -2 in areas with a stigma against such things. The obvious penalty doesn't stack with itself.

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**BODY MODIFICATION, ADRENAL  
AUGMENTATION**

CRAFT DC: 18; INSTALL DC: 15

SLOT: neck

OPERATION TIME: 3 hours

RECUPERATION TIME: 24 hours

By wiring the adrenal gland into the nervous system, the patient gains control of his adrenal response. Once per day as a swift action the user may enter an adrenal rush for a number of rounds equal to 1/2 his HD. This grants a +2 bonus on attack rolls, melee damage rolls, and initiative checks and a -4 penalty to his social bonus. By adding additional adrenal glands this body modification may be taken multiple times, each time allowing him to enter his adrenaline rush one additional time per day.

COMPLICATION: At the end the adrenal rush, the user is fatigued for 1 hour. He cannot activate other adrenal augmentations during this time. Every time the patient is put into a stressful situation the adrenal gland has a 10% chance to activate, each additional gland adds an additional +10% to the activation chance.

COST: 3,000 R

**BODY MODIFICATION, AUGMENTED  
CIRCULATORY SYSTEM, LESSER**

CRAFT DC: 15; INSTALL DC: 25

SLOT: circulatory

OPERATION TIME: 12 hours

RECUPERATION TIME: 48 hours

This body modification replaces the patient's heart and veins with superior necrotech versions. This grants him a +2 enhancement bonus to his Constitution score.

COMPLICATION: The new heart and veins do not respond well to periods of extended sedation. For every day that goes by without the patient performing at least 2 hours of vigorous exercise, he takes 10 points of nonlethal damage.

COST: 3,000 R

**BODY MODIFICATION, AUGMENTED  
CIRCULATORY SYSTEM**

CRAFT DC: 20; INSTALL DC: 25

SLOT: circulatory

OPERATION TIME: 12 hours

RECUPERATION TIME: 48 hours

This function as a lesser augmented circulatory system, save that it grants a +4 enhancement bonus to the patient's Constitution score.

Complication: As lesser augmented circulatory system, save that the time that must be spent exercising increases to 3 hours and the nonlethal damage increases to 20 points.

COST: 12,000 R

**BODY MODIFICATION, AUGMENTED  
CIRCULATORY SYSTEM, GREATER**

CRAFT DC: 25; INSTALL DC: 25

SLOT: circulatory

OPERATION TIME: 12 hours

RECUPERATION TIME: 48 hours

This body modification replaces the patient's heart and veins with superior necrotech versions. This grants him a +6 enhancement bonus to his Constitution score.

COMPLICATION: The new heart and veins do not respond well to periods of extended sedation. For every day that goes by without the patient performing at least 6 hours of vigorous exercise, he takes 40 points of nonlethal damage.

COST: 27,000 R

**BODY MODIFICATION, BANSHEE**

CRAFT DC: 23; INSTALL DC: 18

SLOT: neck

OPERATION TIME: 5 hours

RECUPERATION TIME: 24 hours

The patient can, as a standard action, invest 1 PPI and let loose a scream in a 30 foot cone. This scream deafens and deals 1d6 sonic damage per two HD to all targets within the cone. This scream recharges after 1d4 rounds. The Fortitude save (DC 10 + 1 per d6 damage + the patient's Constitution modifier + 1 per additional PPI invested) negates the deafness and halves the sonic damage. The PPI must remain invested while the scream recharges.

COMPLICATION: The patient can no longer speak.

Cost : 14,000 R

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## BODY MODIFICATION, BRIGHT EYES

CRAFT DC: 30; INSTALL DC: 25

SLOT: eyes

OPERATION TIME: 16 hours

RECUPERATION TIME: 24 hours

Bright Eyes are the eyes of a dead person who died in a traumatic event. They are put through a necrotic process that strips them of color and augments them with cybernetics. It allows the user to “see” life energy like a thermal energy scope “sees” heat. The cybernetics augment this vision with a general optic camera implanted in the tissue of each eye. While on par with normal vision, it can be tampered with by magnetics or other things that interfere with electronics/bio-cybernetics.

A creature with Bright Eyes can detect the life energy within all living creatures. He may, at will, detect the presence or absence of life energy within 60 ft., even though things that block line of sight. He does not get a clear image. Instead he gets a vague shape and color if he does not have line of sight. He can designate a square if this is the case. Creatures that are hiding via the Stealth skill cannot be detected in this fashion, though you get a +2 bonus on spotting creatures who are hiding via stealth. Creatures with substantial body modifications do not register as brightly.

In addition, as a swift action he can instantly know whether each creature within 60 ft is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, or neither alive nor dead (such as a ghoul). Bright Eyes see through any attempts to feign death.

Finally, Bright Eyes have a tiny camera installed in them. While it cannot record, it can allow the patient to magnify and zoom in on objects slightly. This grants him a +4 bonus to all perception checks.

**OBVIOUS COMPLICATION:** Like a moth to the flame, a character with Bright Eyes is inexorably drawn towards creatures with “brighter” life signs. The patient may stare at them for longer than intended or find themselves occasionally moving closer to them. Brighter life signs generally translates to characters with high Constitution scores (18+), few body modifications, or many HD (4 more than the patient). A character with a higher Constitution score or more HD than the patient gets a +4 bonus on all Social Maneuvers against the patient.

COST: 15,500 R

**SPECIAL:** Members of the Necromancers’ Guild may buy these at 1/2 price from their offices.

## BODY MODIFICATION, COCHLEAR

CRAFT DC: 15; INSTALL DC: 25

SLOT: head

OPERATION TIME: 6 hours

RECUPERATION TIME: 24 hours.

The patient gains +5 enhancement bonus on hearing based Perception checks

**COMPLICATION:** The patient takes a -2 on saves versus deafness.

COST: 4,000 R

## BODY MODIFICATION, DARK ORBS

CRAFT DC: 15; INSTALL DC: 14

SLOT: eyes; OPERATION TIME: 3 hours;

RECUPERATION TIME: 12 hours

The patient gains darkvision out to a range of 60 ft.

**COMPLICATION:** The patient gains light blindness.

COST: 8,000 R

## BODY MODIFICATION, DWARFISM

CRAFT DC: 30; INSTALL DC: 30

SLOT: musculature

OPERATION TIME: 36 hours

RECUPERATION TIME: 1 week

The patient becomes one size category smaller. This causes the patient to halve his height, length, and width and divide his weight by 8. Additionally, the patient gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size. This does not change the patient’s speed.

**COMPLICATION:** The patient’s lack of mass

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causes poisons to circulate throughout his body much more quickly. Should the patient be poisoned, the frequency of saves is doubled to a maximum of 1/round.

COST: 12,000 R

#### BODY MODIFICATION, EXTRA ARMS

CRAFT DC: 30; INSTALL DC: 30

SLOT: shoulders

OPERATION TIME: 14 hours

RECUPERATION TIME: 1 week

The patient gains a pair of extra arms. They can be used to make natural attacks or unarmed strikes, but they do not grant the user the ability to manipulate dexterous tasks or wield weapons in them. Natural attacks made with these arms are made at a -2.

OBVIOUS COMPLICATION: Avoiding the complication on this body modification allows the extra arms to do actions requiring fine manipulation and wield weapons. However, they still suffers a -2 penalty. Additionally, the arms occasionally act of their own accord (GM's discretion).

COST: 28,000 R

#### BODY MODIFICATION, EXTRA EYES

CRAFT DC: 22; INSTALL DC: 23

SLOT: head

OPERATION TIME: 10 hours

RECUPERATION TIME: 48 hours

The patient gains additional eyes; these grant the patient all around vision (as described in the Universal Monster Rules section of the Pathfinder Core Rulebook). An additional eye slot that can only be occupied by other body modifications

OBVIOUS COMPLICATION: One of the other patient's senses becomes dulled due to the process used to install the body modification. They receive a -4 penalty on all hearing based Perception checks.

COST: 9,000 R

#### BODY MODIFICATION, EXTRA-MUSCULATURE, LESSER

CRAFT DC: 14; INSTALL DC: 19

SLOT: musculature

OPERATION TIME: 12 hours

RECUPERATION TIME: 48 hours.

This body modification adds additional muscles to the human musculature system. This grants a +2 enhancement bonus to the patient's Strength score. COMPLICATION: The recipient requires 1 extra hours of rest per night as a direct result of the extra strain on their body.

COST: 3000 R

#### BODY MODIFICATION, EXTRA-MUSCULATURE

CRAFT DC: 16; INSTALL DC: 21

SLOT: musculature

OPERATION TIME: 14 hours

RECUPERATION TIME: 96 hours.

This function as a lesser extra-musculature body modification, save that it grants a +4 enhancement bonus to the patient's Strength score.

COMPLICATION: The recipient requires 2 extra hours of rest per night as a direct result of the extra strain on their body.

COSMETIC: Your grotesquely bulging body gives you a -1 penalty to your social bonus.

COST: 12,000 R

#### BODY MODIFICATION, EXTRA-MUSCULATURE, GREATER

CRAFT DC: 20; INSTALL DC: 23

SLOT: musculature

OPERATION TIME: 16 hours

RECUPERATION TIME: 1 week

This function as a lesser extra-musculature body modification, save that it grants +6 enhancement bonus to the patient's Strength score.

COMPLICATION: The recipient requires 4 extra hours of rest per night as a direct result of the extra strain on their body.

COSMETIC: Your bulging body gives you a -2 penalty to your social bonus.

COST: 27,000 R

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**BODY MODIFICATION, FINS**

CRAFT DC: 28; INSTALL DC: 14

SLOT: feet

OPERATION TIME: 8 hours

RECUPERATION TIME: 48 hours

The patient develops a swim speed of 20 feet.

OBVIOUS COMPLICATION: Reduce the patient's base land speed by 5 ft.

COST: 3,000 R

**BODY MODIFICATION, FUR**

CRAFT DC: 20; INSTALL DC: 15

SLOT: epidermis

OPERATION TIME: 13 hours

RECUPERATION TIME: 24 hours

The patient's epidermis is replaced with a one that sports a thicker hide of fur. This provides a +5 enhancement bonus on Fortitude saves versus cold and cold resist 5.

OBVIOUS COMPLICATION: The patient takes a -2 penalty on Fortitude saves against heat.

COST: 4,000 R

**BODY MODIFICATION, GIGANTISM**

CRAFT DC: 30; INSTALL DC: 30

SLOT: musculature

OPERATION TIME: 36 hours

RECUPERATION TIME: 1 week

A patient that undergoes this operation gains 1 size category, doubling his height and multiplying his weight by 8. He gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), +1 natural armor, and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 ft. and a natural reach of 10 ft. This does not change the patient's speed.

OBVIOUS COMPLICATION: A patient requires 50% more food than the average person to survive, and he tires out quickly. After 10 minute of vigorous activity he is fatigued for 1 hour.

COST: 12,000 R

**BODY MODIFICATION, GILLS**

CRAFT DC: 20; INSTALL DC: 23

SLOT: neck

OPERATION TIME: 6 hours

RECUPERATION TIME: 72 hours

The patient gains gills. These grant him the ability to breathe underwater.

COMPLICATION: The patient gains the Water Dependent ability.

COST: 5,000 R

**BODY MODIFICATION, GRAY MATTER, LESSER**

CRAFT DC: 15; Install DC: 25

SLOT: brain

OPERATION TIME: 4 hours

RECUPERATION TIME: 36 hours

This surgery increases the amount of gray matter in the subject's brain leading to a more retentive memory. The patient gains a +2 enhancement bonus to Intelligence.

COMPLICATION: Increasing the amount of gray matter in the brain unfortunately decreases the amount of white matter, or the size of the orbitofrontal cortex or the amount of; the patient takes a -1 penalty to Charisma or Wisdom.

COST: 3,000 R

**BODY MODIFICATION, GRAY MATTER**

CRAFT DC: 20; Install DC: 25; SLOT: brain;

OPERATION TIME: 4 hours; RECUPERATION TIME: 36 hours.

This functions as a lesser gray matter modification save that it provides a +4 enhancement bonus to Intelligence.

Complication – The penalty to Charisma or Wisdom is increased to a -2

COST: 12,000 R

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**BODY MODIFICATION, GRAY MATTER, GREATER**

CRAFT DC: 25; Install DC:25

SLOT: brain

OPERATION TIME: 4 hours

RECUPERATION TIME: 36 hours

This functions as a lesser gray matter modification, save that it provides a +6 enhancement bonus to Intelligence.

COMPLICATION: The penalty to Charisma or Wisdom is increased to a -3

COST: 27,000 R

**BODY MODIFICATION, LOW LIGHT VISION**

CRAFT DC: 13; Install DC: 12

SLOT: eyes

OPERATION TIME: 3 hours

RECUPERATION TIME: 6 hours

The patient gains low light vision.

COMPLICATION: The patient gains light sensitivity.

COST: 4,000 R

**BODY MODIFICATION, NASAL**

Craft DC 20; Install DC: 22

SLOT: head

OPERATION TIME: 6 hours

RECUPERATION TIME: 24 hours

The patient gains the scent universal monster ability.

COMPLICATION: Particularly foul scents can render a character sickened (DC 10+1/2 patient's HD + patient's Constitution modifier)

COST: 6,000 R

**BODY MODIFICATION, NATURAL WEAPON**

CRAFT DC: 10; Install DC: 12

SLOT: varies

OPERATION TIME: 2 hours

RECUPERATION TIME: 24 hours

The wielder gains a natural attack (claw, bite, gore). This body modification can be taken multiple times each time granting a different natural attack. Claws may be taken once for each limb. It takes up a slot appropriate to the location of the natural weapon.

COMPLICATION: You take a -1 penalty on attack rolls with the natural weapon.

OBVIOUS COSMETIC: Your weird body modification gives you a -2 penalty to your social bonus.

COST: 1,000 R

**BODY MODIFICATION, NERVES, LESSER**

CRAFT DC: 15; Install DC: 25

SLOT: nerves

OPERATION TIME: 12 hours

RECUPERATION TIME: 48 hours

This body modification improves the patient's nervous system, granting a +2 enhancement bonus to the patient's Dexterity score.

COMPLICATION: The efficient nerves unfortunately have the drawback of providing a bit too much sensory information from all the pressure sensitive nerve systems. It applies a -1 penalty to Will saves.

COST: 3,000 R

**BODY MODIFICATION, NERVES**

CRAFT DC: 20; Install DC: 25

SLOT: nerves

OPERATION TIME: 12 hours

RECUPERATION TIME: 48 hours

This function as a lesser nerves modification save that it grants a +4 enhancement bonus to the patient's Dexterity score.

COMPLICATION: Increases the penalty to Will saves to -2

COST: 12,000 R

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BODY MODIFICATION, NERVES, GREATER CRAFT DC: 25; Install DC: 25

SLOT: nerves

OPERATION TIME: 12 hours

RECUPERATION TIME: 48 hours

This function as a lesser nerves modification save that it grants a +6 enhancement bonus to the patient's Dexterity score.

COMPLICATION: Increases the penalty to Will saves to -3.

COST: 27,000 R

BODY MODIFICATION, NEURO-IMMUNO-PSYCHO BOOSTER PACKAGE

CRAFT DC: 10+3 per additional bonus;

INSTALL DC: 25

SLOT: immune system

Operation Time: 14 hours

RECUPERATION TIME: 48 hours

The patient gains up to a +5 resistance bonus to all saves.

COMPLICATION: The patient takes a -1 penalty on attack rolls after 3 rounds of combat. This penalty lasts for 1 hour per resistance bonus, then dissipates. Once dissipated, it can be reintroduced after more combat.

COST: 750 R (+1); 3,000 R (+2); 6,750 R (+3); 12,000 R (+4); 18,750 R (+5)

BODY MODIFICATION, NULL SKELETON

CRAFT DC: 20 +5 per 2 additional DR; INSTALL DC: 30

SLOT: skeletal

OPERATION TIME: 24 hours

Recuperation time 48 Hours

Parts of your body have been replaced with an ultra-durable, ultra-light, metallic compound. He gains DR 2/piercing for every time he takes this body modification. He may take this modification up to 3 times.

COMPLICATION: The subject takes a -1 penalty to his maximum PPI each time he takes this modification.

COST: 6,000 R (DR 2); 12,000 R (DR 4); 27,000 R (DR 6)

SPECIAL: Members of the Necromancers' Guild may buy these at 1/2 price from their offices.

BODY MODIFICATION, ORBITOFRONTAL CORTEX, LESSER

CRAFT DC: 15; Install DC: 25

SLOT: brain

OPERATION TIME: 4 hours

RECUPERATION TIME: 36 hours.

By increasing the size of the orbitofrontal cortex, the patient is able to have a more lasting memory and a stronger sensory center. This provides a +2 enhancement bonus to Wisdom.

COMPLICATION: The surgery has left less room for white or grey matter the patient takes a -1 penalty to Charisma or Intelligence.

COST: 3,000 R

BODY MODIFICATION, ORBITOFRONTAL CORTEX

CRAFT DC: 20; Install DC: 25

SLOT: brain

OPERATION TIME: 4 hours

RECUPERATION TIME: 36 hours

This functions as a lesser orbitofrontal cortex modification, save that it provides a +4 enhancement bonus to Wisdom.

COMPLICATION: The penalty to Charisma or Intelligence increases to -2.

COST: 12,000 R

BODY MODIFICATION, ORBITOFRONTAL CORTEX, GREATER

CRAFT DC: 25; Install DC: 25

SLOT: brain

OPERATION TIME: 4 hours

RECUPERATION TIME: 36 hours

This functions as a lesser orbitofrontal cortex modification save that it provides a +6 enhancement bonus to Wisdom.

COMPLICATION: The penalty to Charisma or Intelligence increases to -3.

COST: 27,000 R

BODY MODIFICATION, RED HUMOR

CRAFT DC: 35; Install DC: 20

SLOT: skeletal

This body modification is a bioengineered symbiotic creature that, upon injection into the bone, replaces the patient's bone marrow and begins to produce stronger, more productive red blood cells. The patient may hold his breath for x3

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his Constitution score instead of x2. He also gains a +4 enhancement bonus on Constitution checks to avoid nonlethal damage from forced marching.  
**COMPLICATION:** You take a -2 to your PPI.  
**COST:** 5,000 R

#### BODY MODIFICATION, SUB-DERMAL CALLOSITY PATCHES

**CRAFT DC:** 10 + 2 per bonus; **INSTALL DC:** 15 + 2 per bonus

**SLOT:** epidermis

**OPERATION TIME:** 8 hours

**RECUPERATION TIME:** 48 hours

Thick callouses develop over the patient's body, this grants a natural armor bonus to AC of between +1 and +5 depending on the body modification.

**COMPLICATION:** The callouses limit the patient's mobility. This body modification imposes a maximum Dexterity bonus of 7 - the total natural armor bonus provided by this body modification.  
**SPECIAL:** Multiply the cost by 2: Apply the bulletproof tag to the natural armor. This applies the "obvious" tag to the complication.

**COST:** 1,000 R (+1); 4,000 R (+2); 9,000 (+3); 16,000 (+4); 25,000(+5)

#### BODY MODIFICATION, TAIL

**CRAFT DC:** 18; **INSTALL DC:** 20

**SLOT:** back

**OPERATION TIME:** 4 hours

**RECUPERATION TIME:** 48 hours

The patient gains a tail; in addition to providing a +5 enhancement bonus on Acrobatics checks to maintain balance, the tail is prehensile and the patient may use it to retrieve objects stored on his person as a swift action. If the patient gains a second tail, the tails together can lift with the full Strength modifier of the character.

**Obvious COMPLICATION:** If the patient ever suffers from a confusion effect replace "babble incoherently" with chase your tail.

**COST:** 4,000 R

#### BODY MODIFICATION, VAMPIRE FANGS

**CRAFT DC:** 10; **Install DC:** 15

**SLOT:** mouth

**OPERATION TIME:** 4 hours

**RECUPERATION TIME:** 6 hours.

The patient gains the blood drain universal monster ability, dealing 1d3 Constitution damage. The patient must have a bite natural attack in order to take this body modification.

**COMPLICATION:** If the patient rolls a natural 1 on his bite attack, he deals himself 1d3 points of Constitution damage.

**SPECIAL:** If the patient has a natural bite attack via a body modification, vampire fangs do not count towards the number of maximum body modifications he can have in his mouth.

**COST:** 4,000 R

#### BODY MODIFICATION, WHITE MATTER, LESSER

**CRAFT DC:** 15; **Install DC:** 25

**SLOT:** brain

**OPERATION TIME:** 4 hours

**RECUPERATION TIME:** 36 hours

By increasing the amount of white matter in the patient's brain, he is able to better form mental connections. The patient gains a +2 enhancement bonus to Charisma.

**COMPLICATION:** Increasing the amount of white matter in the brain unfortunately decreases the amount of gray matter, or the size of the orbitofrontal cortex; the patient takes a -1 penalty to Intelligence or Wisdom.

**COST:** 3,000 R

#### BODY MODIFICATION, WHITE MATTER

**CRAFT DC:** 20; **Install DC:** 25

**SLOT:** brain

**OPERATION TIME:** 4 hours

**RECUPERATION TIME:** 36 hours

This functions as a lesser white matter modification save that it provides a +4 enhancement bonus to Charisma.

**COMPLICATION:** The Intelligence or Wisdom penalty increases to -2.

**COST:** 12,000 R

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**BODY MODIFICATION, WHITE MATTER, GREATER**

CRAFT DC: 25; Install DC: 25

SLOT: brain

OPERATION TIME: 4 hours

RECUPERATION TIME: 36 hours

This functions as a lesser white matter modification save that it provides a +6 enhancement bonus to Charisma.

COMPLICATION: The Intelligence or Wisdom penalty increases to -3.

COST: 27,000 R

**BODY MODIFICATION, WINGS**

CRAFT DC: 24; INSTALL DC: 30

SLOT: shoulders

OPERATION TIME: 20 hours

RECUPERATION TIME: 1 week

The patient gains a fly speed of 30 ft. with average maneuverability.

OBVIOUS COMPLICATION: After 10 minutes of continuous flying, the user is fatigued for 1 hour. In addition, you have a -1 penalty to your Dexterity score due to the awkward nature of your new wings.

COST: 18,000 R

**SIDEBAR>> THE DOC'S FEE**

The fee for the surgery is not listed in the price of each body modification. A surgeon generally charges 25-50% of the cost of the body modification as his fee. On occasion, a surgeon will roll their fee into the cost of the body modification if it is particularly expensive and they like the client.

**DRUGS**

Using drugs in Necropunk is, like in real life, highly illegal and dangerous to your health. Players are discouraged from using them, but should know the dangers of them.

**ADDICTION**

The first time a creature uses one of the powerful designer drugs in this section, they have a 50% chance to become addicted. Each time after that, the amount improves by 3d10%. Once addicted, a creature must make a check every so often (as described on the chart 11-1: Phases of Addiction) and make a Will and Fortitude save. If they fail either, they go through withdrawal symptoms. Every time they take a drug after they are addicted, they have a 50% chance to progress their addiction to a higher phase. Each time after that the amount improves by 3d10%. The ammount resets to 50% when you progress up a phase.

**OVERDOSE**

If a character ever uses x4 the normal dosage within 6 hours, they must make a DC 20 Fortitude save or die. For every extra dose they do beyond 4 in that 6 hour span, the DC improves by 5.

**REHAB**

There are two ways to overcome a drug addiction. The first is to quit cold turkey. You must successfully go 30 days without using your drug. Then you get a +5 insight bonus on all checks vs. that drug until you use again. If you use, you lose and the bonus fades. If you make it to 60 days, you get a +10 insight bonus vs. all checks that can be dissipated in the same way. Starting at 60 days, your phase of addiction is reduced by 1 per 2 months. If you make it to 1 year, you get a +20 insight bonus vs. the drug and checks need to be made only once per month. The second way is to get the Warm Turkey feat. You get a +5 bonus vs. the drug that never fades. If you take the Overcome feat you never need to make a check.

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## TYPES OF DRUGS

### ZOMBIE

Injecting crushed up cartilage into your brain isn't a good idea. People do it. They get a great high as their brain shuts down and tries to reboot. When it eventually does, if it does, they've lost a few brain cells. Soon enough, if they are TRULY dedicated to screwing themselves over, they become mindless junkies just looking for their next fix. Every time zombie is used, make a DC 15 Fortitude save or take 1 Intelligence damage.

Cost: 500 R

### SIDEBAR>> FORCING DRUG USE

Drugs do not act like poisons. A drug takes preperation (heating, filtration, etc) and proper use. Using a drug takes 1 minute and cannot be applied during combat. A person may force drug use on a helpless creature.

### BRAIN BOILERS

Users boil zerostag-rich blood and get high on the vapors. A brain boiler gives you the scent ability for 1d20 minutes.

Cost: 1,000 R

### BLUE STIM

A single hit of this blue powder can keep a creature awake for a week... literally. It makes him hyper-sensitive and very paranoid. When administered in tiny amounts it can be useful as a combat stimulant, but most abuse it. Many users die from sleep deprivation related illnesses. A character who takes blue stim cannot sleep for 170 hours. They get a +4 alchemical bonus to Perception and initiative checks, can act as normal in any surprise round, and gain a +2 bonus to their Reflex saves. Common side effects are: aching, confusion, depression, mild hallucinations, tremors, extreme migraines, high blood pressure, paranoia, and weakened immune system. On day three, this translates to a -2 to hit, social bonus, and Fortitude saves. On day five with no sleep, this penalty grows to -4 and the creature cannot maintain concentration checks for more than 2 rounds. In addition, starting on day five the target gets -1 Dexterity for every day that the creature does not get sleep for (excluding all previous days). On day six, all bonuses from blue stim vanish and the penalties grow to -6. During combat on day seven, a creature on blue stim must make a Will save (DC 15) or be confused until he gets sleep. These effects dissipate once the drug is flushed from their system and the target gets 48 hours of uninterrupted sleep. Every extra day after day seven, the penalties grow by 2. Additional doses add 24 hours to the duration of the blue stim.

Cost: 2,000 R

**TABLE 11-1: PHASES OF ADDICTION**

PHASE	DC	DURATION	DESCRIPTION
1. Preoccupation	15	Once per week	You have an overwhelming urge to use your drug of choice. It takes propriety over other day to day life but you can still control it.
2. Binge	25	Once every 6 hours	You require more of the drug more often to gain the effect. You must do twice the amount of a drug to get the result. You begin to binge on the drug.
3. Normality	20	Once per day	The drug becomes part of your daily life. You can control your binges but you still require twice the normal amount of a given drug to get an effect.
4. Reliance	30	Once per day	You need your drug to function. You get 1 negative level per day you don't get your fix. If you get 1 dose, you a restored 2 of those negative levels.
5. Overdose or Acceptance	45	Once per day	Every time you don't get your fix you gain negative levels like the reliance phase. Every time you do get a hit of your drug, you have a 25% chance to enter into a binge which lasts for 48 hours and requires you to get a fix every 6 hours (DC 45). A character at stage 5 needs three times the normal dosage to get the normal effect.

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## WELSHEN WAR TOKENS

Welshen believe that the zerostag of their ancestors holds special memories that will protect them. The bones of heroes are often cut into war tokens and held in reverence. War tokens are counted as necrotech. A character may never have any more than one war token active at any time. If he has more than one active, the newer one will deactivate the older one. The cost of a war token determines the bonus it provides. By charging welshen war tokens, a character gains the following benefit:

### BONUS TYPE

War tokens always provide an enhancement bonus.

### EQUIPMENT SLOT

A war token can be crafted to fit in a neck, belt, or head slot.

### HOW WAR TOKENS WORK

While it is not fully understood by science, the concept behind war tokens is that the residual personality remains in the zerostag of the bones. Tapping into this is akin to tapping into the genetic memory that remains. Others have suggested that the results are psychosomatic while. Hn'ists believe this is a ritualized form of tapping into the universal 'hng.

### CRAFTING WAR TOKENS

Any character can craft a war token with a Craft (necrotech) check. The DC, like other Craft checks, is dependent on the price. Welshen who attempt to craft welshen war tokens gain a +2 racial bonus on such checks.

#### WAR TOKEN OF A COWARD

Tech Level: -2

Charge Cost: 1 PPI

Charge Effect: This war token provides a penalty to attack rolls, but a bonus to movement speed. For every -2 to attack rolls that this token imposes, the welshen gains a +10 ft bonus to their movement speed.

Cost: 4,000 R (-2, +10 ft), 16,000 R (-4, +20 ft), 36,000 R (-6, +30 ft)

#### WAR TOKEN OF A HUNTER

Tech Level: -2

Charge Cost: 1 PPI

Charge Effect: A character who has this war token charged automatically bypasses DR equal to a certain amount or less.

Cost: 2,000 R (+1), 8,000 R (+2), 21,000 R (+3), 32,000 R (+4) 50,000 R (+5)

#### WAR TOKEN OF A LEADER

Tech Level: -2

Charge Cost: 1 PPI

Effect: This war token provides a bonus to SMB on compromise and support social maneuvers.

Cost: 1,500 R (+1), 3,500 R (+2), 7,000 R (+3), 14,000 R (+4), 28,000 (+5)

#### WAR TOKEN OF A PHILOSOPHER

Tech Level: -2

Charge Cost: 1 PPI

Charge Effect: This war token provides a bonus to Intelligence and Knowledge (faction: Welshen) checks.

Cost: 4,000 R (+2), 16,000 R (+4), 36,000 R (+6)

#### WAR TOKEN OF A QU'EM

Tech Level: -2

Charge Cost: 1 PPI

Charge Effect: This war token provides a bonus to Wisdom.

Special: A character with levels in the qu'em base class with this war token gains a bonus to Acrobatics checks made for their early path class feature.

Cost: 4,000 R (+2), 16,000 R (+4), 36,000 R (+6)

#### WAR TOKEN OF A RELIGIOUS FIGURE

Tech Level: -2

Charge Cost: 1 PPI

Charge Effect: This war token provides a bonus to Charisma and Knowledge (religion).

Cost: 4,000 R (+2), 16,000 R (+4), 36,000 R (+6)

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### WAR TOKEN OF A SURVIVOR

Tech Level: -2

Charge Cost: 1 PPI

Charge Effect: This war token provides a bonus to all Saves and Survival skill checks.

Cost: 1,400 R (+1); 5,600 (+2); 14,600 (+3); 22,400 (+4); 35,000 (+5)

### WAR TOKEN OF A WARRIOR

Tech Level: -2

Charge Cost: 1 PPI

Charge Effect: This war token provides a bonus to +1 to hit and damage rolls.

Cost: 4,000 R (+1), 16,000 R (+2), 36,000 R (+3), 64,000 R (+4) 100,000 R (+5)

### SOCIAL STIGMA OF WAR TOKENS

Many members of the Ewgee see war tokens are barbaric and superstitious. Anyone seen wearing on is generally scoffed at for being a foolish and uncultured. Any non-welshen wearing a welshen war token gets a -2 position category while they wear the token. This may have roleplaying repercussions when interacting with welshen. It is considered a great sign of disrespect and is deeply racist. This social faux pas is on par with wearing "black face"/"jigaboo" make up in the 21st century.

### CREATING NEW WAR TOKENS

A standard war token gives a bonus to one ability score and one skill. It has a tech level of -2, a charge cost of 1 PPI, and has the following price per bonus: 4,000 R (+2), 16,000 R (+4), 36,000 R (+6). The formula for determining the price of a bonus is the bonus squared x1,000.

### TROPHY WAR TOKENS

Some tokens are crafted from the bones of an alien or other enemy that a welshen kills. Typically, a single alien's body can be used to make 1d4 trophy tokens. This is required for the creation of the trophy token and the price listed assumes that the welshen provides the bones to the crafter. A welshen may only make a trophy out of an enemy they themselves have defeated. Please find several example trophy tokens below.

### MADNESS STALKER TROPHY

Tech Level: -2

Charge Cost: 2 PPI

Charge Effect: This war token provides a bonus to Will saves and to a character's SMD against intimidate social maneuvers.

Cost: 4,000 R (+2), 16,000 R (+4), 36,000 R (+6)

### SCOOP MOUTH TROPHY

Tech Level: -2

Charge Cost: 2 PPI

Charge Effect: This war token provides a bonus to/ against overrun and bullrush combat maneuvers.

Cost: 4,000 R (+2), 16,000 R (+4), 36,000 R (+6)

### SNARE CORSER TROPHY

Tech Level: -2

Charge Cost: 2 PPI

Charge Effect: This war token provides a bonus to/ against grapple and trip combat maneuvers.

Cost: 4,000 R (+2), 16,000 R (+4), 36,000 R (+6)

### VANQUISHED FOE TROPHY

Tech Level: -2

Charge Cost: 2 PPI

Charge Effect: This war token provides a bonus on attack rolls against members of the faction this enemy belonged to.

Cost: 4,000 R (+2), 16,000 R (+4), 36,000 R (+6)

Note: This is normally the remains of a humanoid enemy who was particularly challenging or noteworthy. The bonus that trophy provides can never exceed 1/3rd the total HD of the creature who this trophy was made from.

### QU'EM AND WAR TOKENS

Unlike other forms of necrotech Qu'em prize wearing their latest war token. Many qu'em hope to earn enough honor and prestige in their lifetime to be worthy enough to have their bones turned into war tokens.

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## CHAPTER 10: CRAFTING

Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks. The most common Craft skills are necrotech, armor, firearms, weapons, calligraphy, cloth, clothing, glass, jewelry, locks, paintings, pottery, restoratives, sculptures, space ships, shoes, and traps.

A Craft skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a Profession skill.

### CHECK:

You can practice your trade and make a decent living, earning 5 times your check result in resource per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 resource per day.)

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check result, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

All items have a listed Tech Level (-3 to 10). Your character must have an equivalent Tech Level in order to craft it. The higher the Tech Level (regardless of your own Tech Level) the higher the DC.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a -2 penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus on the check.

To determine how much time and money it takes to make an item, follow these steps:

- Find the item's price in resource.
- Find the item's DC from Table: Craft Skills.
- Add the Tech Level to the DC.
- Pay 1/3 of the item's price for the raw material cost.
- Make an appropriate Craft check representing one week's worth of work.

If the check succeeds, multiply your check result by the DC. If the result  $\times$  the DC equals the price of the item, then you have completed the item. (If the result  $\times$  the DC equals double or triple the price of the item, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result  $\times$  the DC doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item.

If you fail a check by 4 or less, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

**Progress by the Day:** You can make checks by the day instead of by the week. In this case your progress (check result  $\times$  DC) should be divided by the number of days in a week.

### WEAPON ENHANCEMENTS:

When you craft an enhanced weapon, you do so from scratch. First, you must select a base weapon. When creating an enhanced weapon, you must be aided by the person who the weapon is intended for (called the wielder). After selecting the wielder and the base weapon, the craftsman has to decide how they want to enhance it. Each modification has a "tier" value. You are required to "buy off" the total value of the modifications you have with penalties from the penalty section below. You can place as many enhancements as you wish on a weapon, but the DC for crafting the new weapon becomes more difficult with each modification. There are also "neutral additions" which are packages of attributes/detriments that balance out.

All weapon modifications use the unmodified base weapon damage profiles. You cannot use a modification to qualify for another modification. Example: You can't make a one-handed weapon a two-handed weapon then give it reach (which would require the base weapon to be two-handed).

An enhanced weapon cannot serve as the base weapon for a new weapon enhancement.

#### THE NEWLY CREATED WEAPON

The newly created enhanced weapon counts as the base weapon (for the purposes of things like weapon proficiencies) and as a new weapon (which counts as its own weapon). The wielder is automatically proficient in the weapon if he was proficient in the base weapon. This is an important distinction because feats (like Weapon Focus and Weapon Specialization) can apply to both weapon types and they stack. This weapon gains a new name that the crafter chooses.

#### EXAMPLE:

My friend Caleb wants me to make him a flurrygun that he can fire while riding his motorcycle. I would pick the flurrygun as my base weapon and I'd add the "riding" modification to it (tier 3), and offset the cost with "unreliable" penalty (tier 3).

This would give the weapon a misfire chance on a roll of a natural 1 but would make the normally two-handed flurrygun a one-handed weapon while mounted. When the weapon is made, Caleb decides to call it a "Street Sweeper". I describe to him that it is a flurrygun that has an antigrav mounting brace that can be placed on a vehicle but occasionally interferes with the magnetics of the gun.

#### THE CRAFTING CHECK

First you must craft a masterwork version of the base weapon. After successfully doing that, you must make a second check to do the modifications. If either of the two checks fail, you fail both of them (as they are done at the same time).

The formula for modifications is: **DC 10 + 5 per modification + total Craft difficulty.**

Modifications costs material components equal to the tier value x1,000gp

#### BONUSES

##### TIER 1 MODIFICATIONS

###### Ball Peen Head

Description: You gain a +2 bonus to your CMB rolls to sunder medium or heavy armor with this weapon.

Location: Tip

Restrictions: Piercing melee

Craft Difficulty: +1

###### Bipod

Description: You gain a +2 bonus to attack rolls while prone.

Location: N/A

Restrictions: Firearm

Craft Difficulty: +1

###### Ceremonial Decoration

Description: Add the performance quality to this weapon.

Location: N/A

Restrictions: None

Craft Difficulty: +2

###### Distracting Tip

Description: Add the distracting quality to this weapon.

Location: Tip

Restrictions: Piercing melee weapon

Craft Difficulty: +1

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### Flamberge Edge

Description: +2 on attempts to disarm.

Location: Edge

Restrictions: Bladed melee weapon

Craft Difficulty: +2

### French Grip

Description: +1 to damage rolls.

Location: Grip

Restrictions: Melee weapon

Craft Difficulty: +1

### Italian Grip

Description: +1 to the wielder's CMD.

Location: Grip

Restrictions: Melee weapon

Craft Difficulty: +1

### Multi-Purposed

Description: This weapon also includes a usable non-necrotech item that can fit in the palm of your hand.

Location: N/A

Restrictions: Any

Craft Difficulty: +1 per 2 R of value

### Pistol Grip

Description: +1 to attack rolls.

Location: Grip

Restrictions: One-handed melee weapon

Craft Difficulty: +1

### Punching bell/false edge

Description: Weapon can do slashing or bludgeoning damage.

Location: Edge

Restrictions: Slashing melee weapon

Craft Difficulty: +2

### Sawtooth Edge

Description: Add the deadly quality to your weapon.

Location: Edge

Restrictions: Slashing or piercing melee weapon

Craft Difficulty: +2

### Textured Grip Handle

Description: +3 bonus to your Combat Maneuver Defense to keep from being disarmed in combat.

Location: Grip

Restrictions: Melee weapon

Craft Difficulty: +0

### Thrusting Tip

Description: The weapon can do slashing or piercing damage.

Location: Tip

Restrictions: Slashing melee weapon

Craft Difficulty: +2

### Welshen Edge

Description: +1 bonus on all attack rolls after the first when using Cleave or Great Cleave.

Location: Edge

Restrictions: Melee weapon

Craft Difficulty: +2

## TIER 2 MODIFICATIONS

### Basket Hilt

Description: Add the blocking quality to this weapon.

Location: Grip

Restrictions: Melee weapon

Craft Difficulty: +3

### Dermal Adhesive Grip

Description: You gain a +5 bonus to your Combat Maneuver Defense to keep from being disarmed in combat. This bonus is the same sort of bonus provided by locked gauntlets and does not stack.

Location: Grip

Restrictions: None

Craft Difficulty: +1

### Lethal

Description: Allows a weapon that deals non-lethal damage to deal lethal damage.

Location: Edge or ammo

Restrictions: Non-lethal weapon

Craft Difficulty: +3

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### Military Grade

Description: Improve damage dice by 1 step.

Location: Weighting

Restrictions: None

Craft Difficulty: +2

### Scoped

Description: You gain a +2 bonus to attack rolls when shooting beyond your first range increment.

Location: Barrel

Restrictions: Firearm

Craft Difficulty: +2

## TIER 3 MODIFICATIONS

### Aerodynamic (one-handed)

Description: This weapon gains a range increment of 10 ft. and can be thrown by a wielder proficient in its normal use. If it already has a range increment, increase it by 10 ft.

Location: Weighting

Restrictions: One-handed melee weapon

Craft Difficulty: +2

### Aerodynamic (two-handed)

Description: Gains a range increment of 10 ft. and can be thrown by a wielder proficient in its normal use.

Location: Weighting

Restrictions: Two-handed melee weapon

Craft Difficulty: +3

### Akimbo

Description: When used in your offhand while two-weapon fighting, reduce the penalty by 1.

Location: N/A

Restrictions: One-handed weapon

Craft Difficulty: +3

### Combat

Description: +1d6 damage when shooting in your first range increment.

Location: Propulsion

Restrictions: Firearm

Craft Difficulty: +3

### Flexible

Description: Adds the trip quality to this weapon.

Location: Weighting

Restrictions: Melee weapon

Craft Difficulty: +1

### Hidden

Description: You can draw your weapon from its location as a swift action (or a free action if you have the Quick Draw feat). An observer must make a DC 20 Perception check to realize it as a weapon in its undrawn state; the DC decreases to 10 if the observer is able to handle the weapon.

Location: N/A

Restrictions: One-handed weapon

Craft Difficulty: +3

### Hooked

Description: Adds the disarm quality to this weapon.

Location: Tip

Restrictions: Melee weapon

Craft Difficulty: +3

### Retracting

Description: Your weapon is attached to a cord or chain that allows you to return the weapon to your square from up to 30 ft. away as a swift action. Weapons with the retracting quality cannot be thrown more than 30 ft.

Location: N/A

Restrictions: Melee weapon

Craft Difficulty: +5

### Riding

Description: While mounted or driving, you can wield this weapon with one hand.

Location: N/A

Restrictions: Two-handed weapon

Craft Difficulty: +3

### Scattering

Description: Add the scatter quality to your weapon. This fires a 30 ft. cone. It can only fire up to its second range increment.

Location: Barrel and Propulsion

Restrictions: Firearm

Craft Difficulty: +3

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## Slag

Description: Your weapon is designed to fire slag rounds rather than your normal ammo type.

Location: Ammo

Restrictions: Ranged weapon

Craft Difficulty: +3

## Sniper Coiled

Description: Add 2 extra range increments to your maximum range.

Location: Propulsion

Restrictions: Firearm with a range increment (non-scatter)

Craft Difficulty: +3

## Spiked Butt Cap

Description: Add the brace quality to this weapon.

Location: Hilt

Restrictions: Two-handed melee weapon

Craft Difficulty: +4

## Whistling

Description: You can use your weapon as a wind instrument at a -2 penalty to any Perform check.

Location: N/A

Restrictions: Melee or ranged throwing weapon

Craft Difficulty: +5

## TIER 4 MODIFICATIONS

### Double

Description: Add the double quality to this weapon.

Location: N/A

Restrictions: Any non-double melee weapon

Craft Difficulty: +5

### Forked

Description: Add sunder quality to this weapon.

Location: Edge

Restrictions: Melee weapon

Craft Difficulty: +3

## Flame Throwing

Description: Attacks deal fire damage in place of normal damage.

Location: Ammo and propulsion

Restrictions: Scatter firearm

Special: This weapon now uses energy packs as its ammo type.

Craft Difficulty: +5

## Razor Edge

Description: Increase critical range by 1 for this weapon.

Location: Edge

Restrictions: Slashing or piercing melee weapon

Craft Difficulty:

## Reach

Description: Add the reach quality to this weapon.

Location: N/A

Restrictions: Two-handed melee weapon

Craft Difficulty: +5

## TIER 5 MODIFICATIONS

### Chaos

Description: Weapon can fire like a chaos rifle. If it does so, it requires chaos rounds.

Location: Ammo and propulsion

Restrictions: Firearm

Craft Difficulty: +6

### Extended Reach

Description: This weapon gains +5 ft. to its reach.

Location: N/A

Restrictions: Reach melee weapon

Craft Difficulty: +5

### Maneuverable

Description: Counts as a light weapon

Location: Weighting

Restrictions: One-handed melee weapon

Craft Difficulty: +2

### Tactical

Description: A ranged weapon with the heavy or spin-up property does not require a turn to set up.

Location: N/A

Restrictions: Heavy or spin-up ranged weapon

Craft Difficulty: +6

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### Twin

Description: Reduce penalty for using this weapon while two-weapon fighting by 2.

Location: Weighting

Restrictions: Light melee weapon

Craft Difficulty: +6

## TIER 6 MODIFICATIONS

### Grandmaster Weapon

Description: +1 to critical multiplier on this weapon.

Location: N/A

Restrictions: Any

Craft Difficulty: +5

### Lightweight

Description: Can use a two-handed weapon in one hand with a -2 penalty to attack rolls.

Location: Weighting

Restrictions: Two-handed weapon

Craft Difficulty: +6

## PENALTIES

### TIER 2 PENALTIES

#### Brittle

Description: This weapon has half the hit points normally attributed to a weapon crafted of its material.

Restrictions: Melee weapon

#### Chaotic

Description: This weapon can only fire chaos rounds.

Restrictions: Firearms

#### Exotic Edge

Description: -1 penalty to all damage rolls with this weapon.

Restrictions: Melee weapon

#### Inflexible

Description: Remove the trip quality from this weapon.

Restrictions: Tripping weapon

### Mundane

Description: Remove the distracting quality from this weapon.

Restrictions: Distracting weapon

### Overweight

Description: Light weapon counts as a one-handed weapon.

Restrictions: Light weapons

### Passive

Description: Remove the deadly quality from this weapon.

Restrictions: Deadly weapon

### Slagless

Description: Remove the slag quality from this weapon.

Restrictions: Firearms

### Soft Edge

Description: You must sharpen you edge for 30 minutes each day or weapon gets a -2 penalty on all damage rolls. After 50 sharpens, this weapon can no longer hold an edge and gets a -3 penalty on all damage rolls.

Restrictions: Slashing or piercing weapon

### Technologically Advanced

Description: This weapon 1 higher Tech Level. This can be applied to a weapon multiple times.

Restrictions: None

## SIDEBAR>> HIGHER TECH LEVEL

When crafting a weapon for a character who has a higher Tech Level, the Technologically Advanced penalty can be a great way to buy off the modification.

### Tip Heavy

Description: This weapon gains a -1 penalty to all to attack rolls.

Restrictions: None

### Unprotected

Description: Remove the blocking quality from this weapon.

Restrictions: Blocking weapon

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### Mundane

Description: Remove the distracting quality from this weapon.

Restrictions: Distracting weapon

### Overweight

Description: Light weapon counts as a one-handed weapon.

Restrictions: Light weapons

### Passive

Description: Remove the deadly quality from this weapon.

Restrictions: Deadly weapon

### Slagless

Description: Remove the slag quality from this weapon.

Restrictions: Firearms

### Soft Edge

Description: You must sharpen you edge for 30 minutes each day or weapon gets a -2 penalty on all damage rolls. After 50 sharpens, this weapon can no longer hold an edge and gets a -3 penalty on all damage rolls.

Restrictions: Slashing or piercing weapon

### Technologically Advanced

Description: This weapon 1 higher Tech Level. This can be applied to a weapon multiple times.

Restrictions: None

### SIDEBAR>> HIGHER TECH LEVEL

When crafting a weapon for a character who has a higher Tech Level, the Technologically Advanced penalty can be a great way to buy off the modification.

### Tip Heavy

Description: This weapon gains a -1 penalty to all to attack rolls.

Restrictions: None

### Unprotected

Description: Remove the blocking quality from this weapon.

Restrictions: Blocking weapon

### Unremarkable

Description: Remove the performance quality from this weapon.

Restrictions: Performance weapon

### TIER 3 PENALTIES

#### Close Quarters

Description: Reduce the range increment of this weapon by 50%.

Restrictions: Firearm or thrown weapon

#### Fragile

Description: Add the fragile quality to this weapon.

Restrictions: Melee weapon

#### Inhibited

Description: Remove the scatter quality from this weapon.

Restrictions: Scatter ranged weapon

#### Longer Hilt/Stock

Description: This weapon gives its wielder a -10 penalty to his CMD when being disarmed.

Restrictions: None

#### Massive

Description: The weapon weighs x4 as much as normal and must be used in two hands.

Restrictions: One-handed weapon

#### Non-Bracing

Description: Remove the brace quality

Restrictions: Bracing weapon

#### Non-Disarming

Description: Remove the disarm quality from this weapon.

Restrictions: Disarming weapon

#### Non-Sundering

Description: Remove sunder quality from this weapon.

Restrictions: Sunder weapon

#### Soft Steel/Limited

Description: Damage dice reduced by 1 (min 1d2). This penalty can be purchased multiple times.

Restrictions: Any

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#### Unremarkable

Description: Remove the performance quality from this weapon.

Restrictions: Performance weapon

#### TIER 4 PENALTIES

##### Complex Configuration

Description: Add the improvised quality to this weapon.

Restrictions: None

##### Non-Lethal

Description: This weapon can only deal non-lethal damage.

Restrictions: Weapon that deals lethal damage

##### Oversized

Description: Your weapon is one size category larger but does not gain the larger dice size or any enhancement that would improve damage derived from the size increase. This increase in size does not improve your reach if it would.

Restrictions: None

##### Short

Description: Remove the reach quality from this weapon.

Restrictions: Melee with reach

##### Spun-Up

Description: Adds the spin-up quality to this weapon.

Restrictions: Firearm

##### Squad-Operated

Description: Adds the heavy quality from this weapon.

Restrictions: Firearm

#### TIER 6 PENALTIES

##### Exposing

Description: Attacking with this weapon exposes you. Attacking provokes an attack of opportunity from adjacent targets.

Restrictions: Melee weapon

##### Jamming

Description: This weapon misfires on a roll of 1-3.

Restrictions: Firearm

#### NEUTRAL MODIFICATIONS

A neutral modification is a penalty paired up with a bonus as a package.

##### Hinged Weapon

Description: This weapon gains a +2 bonus on damage rolls but a -2 penalty on attack rolls.

Restrictions: Double weapon

Craft Difficulty: +10

##### Prosthetic Limb Attachment

Description: Your opponent cannot use a disarm action to disarm a prosthetic weapon. They generally do not interfere with routine activities, but if this weapon is attached on your hand, it always occupies one hand. This also restricts you from using two-handed weapons. If this weapon is attached in place of a leg, reduce your base land speed by 10 ft.

Restrictions: One-handed weapon, wielder must be missing a limb

Craft Difficulty: +10

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## CHAPTER 11: MORE

### THE NECROMANCERS' GUILD

The Necromancers' Guild has a legal monopoly on all "Franken Sciences". Franken Science, is the art of the augmentation of the human form via peripheral biological components that can be controlled with thought. During the war for the unification of worlds, the Ewgee was struggling. The Coreworlds made a deal with the Necromancers' Guild and through its use of Franken Science gained the upper hand. However, the price the Guild demanded was steep. They were allowed in as a permanent member of the high council, given full and total control over all of the necromantic arts in the newly formed Ewgee, and a sizable stipend every month as a retainer fee. They also received rank and status in the government, the use of Ewgee facilities, protection of the military, and homeworlds to call their own. The Sentinels, in particular, have a sworn duty to protect the Guild and are quite diligent about it. It was also made law that anyone practicing the Franken Sciences without Guild consent would be put to death.

The Guild has a professional, clandestine, organized crime demeanor. They would rather say nothing than something that could spoil an opportunity. They act with a great deal of impunity. The Guild members always wear black capes as a sort of uniform and official designation. The Guild members see themselves as nobility of a shadow government that has its tendrils in every facet of Ewgee society. Their leader is often called the "Gray Eminence", a reference to the ancient French term for the power behind the throne and he has considerable influence. Any of the Ewgee council members need his, and by extension, the Guild's, graces to wage war because they need a significant amount of support from them.

### THE GREY EMINENCE

The collective is run by a single cunning and enigmatic figure known as the Grey Eminence. He is said to have been alive for a thousand years and has knowledge of necromantic arts that no one else has clearance to know. The name is thought by some to be a nom de plume for one of a rotating cast of Mortis. Others believe that the Guild is run by the progenitors of humanity and the Grey Eminence is either a puppet figure or actually one of mankind's engineers. Most believe this to be Guild propaganda.

### THE CORPORATIONS

Many different corporations exist as members of the Necromancers' Guild. These self-contained mega-corporations have evolved into what effectively amounts to political entities, complete with their own private militaries. While there are literally thousands of corporation worlds who comprise the Necromancers' Guild, there are effectively a handful of corporations who hold truly significant influence. Each corporation is represented by a few dozen politicians called "Mortis" in the Guild's consortium who bid on contracts and material brought to the Guild.

### THE DRYAXIAN HIVE COMMISSION (DH-COMM.)

Based in a solar system that has been converted to an entirely mechanical/urban entity. The DHC is the oldest of the corporations and can trace its origins all the way back to one of the first mega-corporations of Earth. The members of the DHC are extremely business savvy and protect their information with a ruthless hand. They have a special connection with the Sentinels to whom they provide a significant amount of war materials. They specialize in weapons of war. They have a reputation for having excessively steep prices, writing confusing contracts but, honoring them with legendary dignity.

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## THE SECTION ENDOWMENT TREATY (SET)

At one time, they were a collection of smaller ship companies who were bought up by a company named Section Corporation. SET tries to keep off the radar and work primarily on Ewgee projects. They specialize in working on ships and other physically large projects. They have a reputation for telling it like it is, if not a little pessimistically, and always charging exactly what a project will cost.

## ONRYO CORP

While other members of the Guild focus on lucrative Ewgee contracts, Onryo Corp has a different sort of clientele. On paper they are a medical corporation who has produced some of the greatest medical advancements in the Guild. Off the books they are the universe's red-light district. Staffed by criminals and sex workers, they specialize in Ghouls and other quasi-living creatures. Many of the drugs that plague the universe initially came from Onryo labs. While everyone knows it, no one does anything about it. Onryo never takes, it always gives. It uses favors and tantalizing offers to seduce the unwary into their operations. Their tendrils reach deep in every organization, even outside the Ewgee, and they have players in place everywhere.

## I LOVE MY GHOULS

Some backwater necromancers have an obsession with resurrection and believe ghouls should be free. These resurrectionists treat ghouls as living humans, and have lobbied for their rights. Some have even attempted to marry them... with mixed results. The I Love My Ghouls Foundation has reunited many ghouls with their former loved ones.

## THE ASSASSINS' GUILD

Illegal Franken Science is such a prevalent problem that the Necromancer' Guild created their own army of ghoul controlling assassins who make very brutal, public, legal murder scenes of anyone crafting behind the Guild's back. The Guild submits evidence of the infringement to their own internal courts, the courts review and approve it, and the order is passed off to the assassins who release their ghouls on the target.

The assassins employ special ghouls called phagen. While a normal ghoul resembles humans, phagen are 8 1/2 ft. tall killing machines, stitched together from a composite of many corpses. Many have gruesome weapons in place of arms and are loaded with necrotech enhancements. The assassins themselves are often highly skilled combatants, sporting the best augmentations the Guild can provide them. Their favored weapons are guns loaded with "purgeload" ammunition.

Purgeload ammo delivers hyper-infectious, quickly-dying, diseases that can infect a person on contact. They don't always kill, but after you've been hit you wish you were dead...



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### GRAVE ROBBERS

Grave robbers are brave, or perhaps foolish, individuals who steal corpses from Necromancer controlled graveworlds for profit. Being suspected of being a grave robber is reason enough for assassination.

### THE HUMANITY SYMPOSIUM

Part scientific meeting of the minds and part political cesspool; the Humanity Symposium is the last talking ground for all branches of humanity while war rages on all around it. This is a monthly, minimal rules, political knife fight where different factions try to sway each other to their causes under the pretext of scientific collaboration.

Delegates are afforded small, spartan quarters (much like a jail cell) that contain only a cot, a locked chest the size of a shoe box, and a table attached to the wall with two chairs.

While technically declared “neutral ground, sovereign under its own authority” the Humanity Symposium is conducted and run by the Necromancers’ Guild. It is held on special worldships that are frequently under attack by dissonants and protected by the Sentinels.

This security arrangement makes the Welshen uneasy. Each of these massive worldships, called symposiums, are home to thousands of delegates who represent all manner of patrons. It is best to think of each and every one of the delegates as a political lobbyist with a degree in science.

### PROGENITOR LYRICS

Progenitor Lyrics are hyper-advanced schematics left behind by the progenitors of humanity that describe fantastic and unbelievably complex technologies that our culture is not sufficiently advanced enough to understand. A contemporary human looking at Progenitor Lyrics would be akin to a caveman looking at the schematics of a microchip with no context. Still, some are able to decipher vague fragments and concepts after years of studying these rare scraps left behind by the ultimate intelligence. These tiny insights often lead to major advancements, though many waste their entire life in study. Welshen shield technology, sacred space travel, and the discovery of the zerostag are all credited to people who deconstructed Progenitor Lyrics.

They are called “lyrics” because, of all of mankind’s creations, they resemble something vaguely akin to music. They are excessively rare to find and many people do not even realize that they have found lyrics.

The Necromancers’ Guild often seeks out Progenitor Lyrics because they secretly believe the devices could bring about an end to their monopoly. The Guild stockpiles any Progenitor Lyrics that they find. Sometimes, they will destroy the lyrics if there is no other option or if they suspect it will fall into the wrong hands (hands other than their own). They do study Progenitor Lyrics, but only rarely. Any information gained from them becomes known information, if only to a few people, and the possibility of its use threatens their sacred monopoly. In fact, the Guild tends to eliminate all forms of technology that doesn’t fall exclusively within their domain in the universe. Anything new, they want to own exclusively. If they can’t, they will go to great lengths to destroy it or horde it.

To decipher a small portion of Progenitor Lyrics, a character must make a DC 55 Craft (any) check. It takes 1 month of intense research to make this check, regardless if they are successful or not. A character may do nothing else during this time. A character that successfully makes the check is counted as if they had a 20 Tech Level for their next Craft check which automatically gets an additional +10 progenitor bonus. A GM is encouraged to allow players who decipher fragments of Progenitor Lyrics to invent new campaign changing technologies in their field.

## SHIPS

### “THE SACRED SPACE”

The sacred space is best thought of as a copy of the real world (called the “mortal plane”). It overlaps the mortal plane but is condensed to one-millionth of its physical size. This allows ships to jump from one location to another by traveling relatively short distances in the sacred space.

By slipping in and out of sacred space, travel over great distance is achievable thanks to the law of conservation of momentum. Scientists disagree on whether the sacred space is an alternate timeline, an adjacent dimension, or possibly a fifth dimension, while many religious officials believe this to be the afterlife. The interesting thing about the discovery of sacred space is that, despite all of our scientific advancements, was discovered by an exile shard of humanity known as “His Way”. They were not searching for new technology, but searching for eternal life in a religious sense.

His Way settled on a desert world far removed from the rest of humanity and are said to have achieved spiritual enlightenment. When the Ewgee re-discovered their world they found no remaining settlers, but their hybrid of technology and religious rituals that allowed them to slip into sacred space was still there. When the formulas in the theories behind sacred space travel were examined in greater depth by the Necromancers’ Guild, they were noted to be very similar to fragments of recovered Progenitor Lyrics. While the general principles of slipping into sacred space and rudimentary navigation techniques have been developed, it is still a much unexplored field of technology.

Traveling the sacred space is dangerous. The sacred space drains energy from ship’s engines and plants wither. In the sacred space it’s... numb. You see only darkness, you hear only silence, and you feel only numbness. Even just moments in sacred space can make the human spirit sink, causing deep depression after only a few minutes. Crew members have been diagnosed with various and strange illnesses, most notably various forms of necrosis, after repeated trips into the darkness of the sacred space. People describe it as dreamlike and when they leave they feel like they are waking up. It is for this reason that ships stagger their slips into sacred space, like a needle stitching through the fabric of reality.

### SACRED SHIPS

Ferry ships, called sacred ships, are the size of an aircraft carrier. They house dozens of smaller ships and transport them across vast distances of space for a fee. Large capital military ships of the Ewgee have the capacity to enter sacred space on their own. The Welshen have employed sacred space technology in a very different way. While large Ewgee ships weave in and out of the sacred space to cut down on travel time, the smaller Welshen ships use it in combat situations to slip in and out rapidly as a defensive measure. Welshen homefleets employ specially designed sacred ships (called “dream ships”) to extend a field of energy known as a “dream field” around their fleet to allow it to temporarily slip into the sacred space in dire situations. Using a dream field is very energy intensive and inefficient. It is used as a last resort to escape combat. In fact, outside of military applications, the Welshen do not employ dream fields at all. They are a nomadic empire not because they are traveling somewhere, but because they feel a need to continue to explore. After all it’s the journey, not the destination, that matters.

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## SHIP DESIGNS

Ewgee tend to use based ships on animal-like designs. They are approximately the size of a galleon. The Ewgee would rather make one large ship then three smaller ships, citing that quality is generally preferable to quantity. The exteriors of their ships are made of organic materials that are self-repairing and have the appearance of white plastics.

For weapons, Ewgee use mass drivers that accelerate ultra-dense ballistic packages at speeds approaching the speed of light. Each time one fires, they counterbalance with stabilizing thrusters. Large tesla coils provide perimeter defense.

Welshen ship design is sleek, slender, and very organic. Most of their ships are small and nimble, about the size of a horse. They would rather make more smaller ships than a ship of the size preferred by the Ewgee. They resemble fighter craft, but their designs are actually inspired by plants. They appear to “swim” through space as they travel. They employ long monofilament blades on their ships that slice through even the thickest armor. Their larger ships, about the size of two-sail sloop, trail long swarms of monofilament “tails” that can rip a cruiser apart. They tend to employ fish swarm tactics with their fighters.

A Welshen homefleet is comprised of about a million small, spherical, pod-like ships about the size of a house that are able to interconnect via airlock tubes. They are connected to other pods unless moving. Several larger ships are used for storage, manufacturing, and governmental matters. These ships are not particularly maneuverable, but they are still armed. They are deployed only as a last resort.

## AUGMENTED SHIPS

These are ships augmented by a little bit of bone in their control systems. They allow the pilot to pilot his ship with a thought. This means they can react faster than any normal pilot. A swarm of augmented fighters can take out a battlecruiser. This is generally only done on fighters because it's expensive to buy large quantities of bone.

## CORPSE FURNACES

*“One of the crew... one of the ship.”*

Large Ewgee military ships have what are called corpse furnaces. When a crewman dies in the line of duty, his remains are fed to the corpse furnace. His bones are processed by the furnace until they can be psychically joined to the ship. One body doesn't do much, but the ship slowly becomes subtly psycho-reactive as more and more remains are added to its frame. The ship might start adjusting the sights for a gunner who had a tendency to lead with his shots. Eventually, weapons might even start firing themselves using ammo created by the ship without the knowledge of those on board. Sometimes this can manifest as a feeling that a ship is haunted. Stories of augmented battlecruisers morphing their weapons into other weapons or regrowing parts of engines have been told since corpse furnaces were invented, but it's unknown if such stories are based on truth. When a Sentinel signs up for the Sentinel Academy, he sells them his corpse. Corpse furnaces are not used on Welshen ships, though bones of relatives tend to be used in the augmentation of a pilot's ship.

## COMPUTERS

Computers are generally intelligence (but not sapient) organic computing machines formed from modified brain tissue, hooked up to a digital display. Many personal devices use the entire brain of rodents and other small animals. Supercomputers have been known to use masses the size of a human brain. Using a computer is more akin to having a conversation. There are plugs that go directly into the brain, allowing it to be controlled by thought. “Hacking” is much more akin to an intense debate than any actual systems knowledge and exploitation. Networks are rare, however as the emergence of a hyper-intelligent collective consciousness born of so many networked brains is a very real fear. On occasion, small clusters of brains have developed sapient level thought and demanded human rights. The matter is still hotly debated in the Humanity Symposium quite frequently. Most data transfers are done via external unconnected purely digital components. The vastness of the data processing

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power and elements of AI make networks somewhat obsolete, though they are still utilized for data transfer, updating, and communications on a small level. Comlinks are the norm even for distant communication.

Another breed of “computers” is bacterial computational units that generally are used in place of microchips. They often employ carbon nanotube transistors and are used when humans are not involved frequently. They are expensive to produce, but more effective in certain advanced computational situations.

### ODDWOOD COMPUTERS

Emergency kits often include seeds for plants that mimic the function of simplistic 21st century binary computers, before the switch to the more elegant trinary (-1, 0, 1) occurred. They generally take 1-2 seasons in optimum growing conditions to grow to full size. These plant-based computers often are the size of full-grown hardwood tree, such as an oak or maple tree, and resemble them greatly. While simplistic, they can send simple uncoded signals great distances and record simple notes. Many exile shards that failed are often only remembered by a forest of these oddwood trees. The historical information included in them has been invaluable. Data is recovered by taking a section of the trunk and reading the rings like a 21st century compact disc with a specialized reader.

### CLONES

Cloning a person is unethical and illegal. A proposal called the “Singularity of Consciousness” has been accepted amongst all of humanity and enforced quite vehemently by all parties. A person has a right to the uniqueness of their own consciousness. Duplicating that consciousness is seen as a breach of personal privacy, and viewed with the same kind of contempt as rape. Cloning is a serious offense and is generally punishable by death. What to be done with living clones is often debated in the Humanity Symposium. This is one of the few things the Ewgee and the Welshen agree upon. The Welshen find the whole notion

disgusting, looking at the creation of clones as inferior and dishonorable from a moral standpoint. The Welshen generally kill the living clone and dispose of it without reusing it (as a sign of disgrace).

At the moment, local laws vary on the subject. Some jurisdictions, particularly in the control of the Prime Bloodline, will kill the clone while others allow them to live. Many places have laws that exile the clone or put their fate in the hands of their original.

That is not to say that clones do not exist. The technology is highly illegal and punishable by a visit by the Assassins’ Guild. The Prime Bloodline is notorious for hunting those who would employ it as they see it as a perversion of both spirit and the genetic line. Clones have never been successfully created with the zerostag enzyme and as such have no PPI.

Several processes exist for the creation of a clone. Some involve scanning and copying the psionics of an individual and embedding that data into another body (artificial or already alive). This is generally called a “possession” and a possessed individual can only be “exorcised” by a talented psychic. Other common forms of cloning are more mundane. Taking the DNA of an individual and growing a new body (either at adulthood or recreating them as a newborn) is referred to as “making a zombie” (on the Endworlds, they are called “black-magic babies”). Zombie is a derogatory term, as it is also used to describe users of the drug “zombie”.

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A third type of clone, nicknamed “organ donors”, are legal. They are artificially created organs that are grown with the consent of the owner exclusively for their use. While a single organ is all that is allowed to be grown at a time, many wealthy individuals have entire bodies worth of spare organs in storage by the Necromancers’ Guild in case of the failure of one of those organs. The qualification, other than the single organ limit, is that they may not have any level of cognitive thought or sapience. As such, human brains and many components of the spine are legally problematic to grow.

### ANDROIDS AND UPLIFT

The “singularity of consciousness” law also prohibits the creation of machines with the capacity of sapient thought. For a time in humanity’s past so called “androids” were allowed, but today they are generally outlawed. After decades of debate, the decision was finally ratified that to be human was paramount to the definition of humanity. Machines could not be created to approximate humanity or the qualities that make us human would be devalued. Likewise, the concept of “uplifting” other species to the level of human sentience was banned.

The accepted dictum was that “humanity is the exclusive domain of humans” and that we would be devaluing the qualities that make up humanity by blurring the line between man and beast.

### ACCEPTANCE OF ASCENDANCE

The Humanity Symposium has also ratified an act called “The Acceptance of Ascendance” which recognizes that humanity has transcended its own evolutionary struggle via technological/developmental means. It overturned a number of older laws prohibiting the Necromancers’ Guild from extensively modifying humans.

### SIDEBAR>> THE PARADOX

So I ask you, my dear reader, “what is the definition of the human condition”? With two simple acts humanity instilled in itself both the courage to transcend the conventional definition of humanity while limiting that which might one day be “human” from ever achieving such ends. The Acceptance of Ascendance created a more fluid and transient definition of what it means to be human and the ratification of the Singularity of Consciousness makes that which we define as unique to the definition of humanity sacred.

### TELEPORTATION

While no “instant teleportation” method has yet been devised, most scientists of the day feel that an advanced understanding of the laws of physics unique to the sacred space could one day prove useful for creating an effective and accurate site-to-site teleportation system. At the moment, only large ships are able to transport great distances. This is due to a combination of energy output, the fact that they are already moving fairly quickly, their navigational instruments, and their hull composition that allows an effective and accurate trip. Suggested technologies include stationary generators in facilities that will perform the calculations necessary to launch small pods through sacred space for site-to-site transport. While still in the testing phases with non-human life, the results are far from perfected and a working build of a viable prototype is still years off.



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## SHIELD TECHNOLOGY

The potential dangers of encasing a creature in any sort of energy field is dangerous- unspeakably so. A breach in containment could prove fatal. Still, the occasional use has been put into practicality. Often times a Welshen progenitor shield has been likened to a force shield, though the exact science behind it is only vaguely understood. Several endworld colonies have a emergency anti-radiation barrier around certain key structures. They are only activated in the case of a bombardment of radiation from a sun or other cosmic source. The Sentinels have toyed with the idea several times. Their most successful test resulted in a quickly deployed barrier that can be thrown. They are notoriously unreliable and prone to explosions.

As a result the Sentinels often refer to it as a "cemetery wall" because they feel as if they will be buried next to it. Often times the small shield wall will cut out at the worst possible moment. While its use has been discontinued by the Sentinels, many surplus units and knockoffs have made it to the black market. Many have used them as expensive bombs that an unwary enemy will try to hide behind.

## SHIP SHIELDS

While many ships have anti-grav generators on their hulls to deflect small pieces of space junk from hitting vital exposed mechanical parts, they are far removed from energy shields. The power required for a ship-sized shield makes them infeasible. Even then, the effect would be negligible. Many ships have attempted to have multiple shields over multiple key locations but the dampening effects on ship weapons was hardly measurable even at the thickest.

## GOVERNMENTAL STRUCTURES

There are many complex political structures present in Necropunk.

### THE EWGEE

Run as a representative republic, the Ewgee is actually an alliance three major entities. The main players are the Necromancers' Guild, the Core Worlds, and the Prime Bloodline. On paper there are hundreds of worlds and organizations that form the complex tapestry that is the spider web of bureaucracy that spans the stars. These smaller organizations and planets often do not have the political clout to enact change on a large scale and elect to form strong political pacts. Often these pacts are rolled into bigger pacts. The results is a delicate hierarchy where effectively three top level delegates act on behalf of the rest of the universe. In order to not be totally out paced, many worlds try to enact humanity wide efforts in the neutral ground of the Humanity Symposium rather than in the hallowed halls of the Ewgee political system.

### THE PRIME BLOODLINE

The theocracy of the Prime Bloodline (Formal name: "The Theocratic Estate of the Prime Bloodline") holds significant sway in the Ewgee due to their sheer numbers. Draconian measures ensure an almost completely crime and violence free society that can focus on the simple things in life and purity of spirit. Living in opulence, the people of the Prime Bloodline are never without, though a harsh legal system often results in many criminals executed or jailed for misdemeanor offences. They are represented by the Godson, the last child of the Mother of Us All. The Mother of Us All is a priestess who has given birth to many children and reached a spiritual enlightenment as a result. Elected by a council of her peers, she holds considerable power. With the exception of the supreme authority of the Godson, the Prime Bloodline is a matriarchy with a mostly male military.

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## THE CORE WORLDS

While not a formal government, many planets in the region of space known as the core worlds have tight and restrictive trading agreements that bar them from trading with other planets. An economic powerhouse, many of these worlds are either capitalistic democracies, oligarchies, or republics. Law is rather strict here, especially in regards to economic crimes.

## THE EXILE SHARDS

Each individual exile shard is different, but they share several cultural factors. Many are without continuous relations to the rest of humanity, and often develop very deep isolationist sentiments. Though there are exceptions, exile shards are generally wary of strangers and new technologies. Some are even hostile to outsiders. Due to their smaller size, many have communistic, socialist, or autocratic governments. A few are very anarchic and outright refuse any sort of governance.

## THE NOMADIC WELSHEN EMPIRE

The Welshen have family-based oligarchy. A large “main clan” (called “Welshen T’Ka”) administers, trades with, and protects several hundred smaller clans. Several of the larger clans subservient to the main clan have an elevated status and special roles in society. Little animosity exists from the smaller clans towards the main clan, though sometimes members of the mostly business-oriented main clan resent the special privileges afforded to the other clans. In name, the Welshen are an empire. A single lineage forms a figure head family (simply called “h’Welshen”) acts as emperor of the Welshen. Their purpose is entirely ceremonial and their day-to-day affairs generally go unobserved by the rest of the culture. They are a vestige of their days as space pirates when they needed a strong group of leaders to command their unruly fleets.

The Welshen are a people who are deeply concerned with three things: honor, efficiency, and family. These policies dictate many of their laws, which are often complex, quickly executed, and rooted in tradition.

## THE NECROMANCERS’ GUILD

The Necromancers’ Guild is overseen by a single enigmatic figure known as “The Grey Eminence”. He oversees a council of key executives of the major corporations who operate under the banner of the Guild. Given broad authority by the Ewgee, the Necromancers’ Guild operates with impunity in whatever jurisdiction they choose to set up shop. With their stranglehold on necrotech, they have a corporate structure that is decidedly ruthless and capitalistic. Their enforcement arm, the Assassins’ Guild, enforces their legal monopoly and has a single non-voting seat on the council.

## THE MAGPIES

A group is occasionally brought together by the wiles of fate to observe and discuss the flow of T’jek in the universe. They, oddly, seem to always accidentally meet behind the same fast food joint every time, despite their best efforts to avoid it. This council is never planned and occurs sporadically at random intervals. However, it’s always the right people in the right place at the right time.

## RELIGION

In Necropunk, the topic of religion is a tricky issue. There are hundreds of religions and thousands of offshoots due to humanity’s spread through the stars. Many of these are small, one-dimensional personality cults, and others are planet wide multifaceted religions with a complex history. While humanity has become more secular overall (about 30% of the total population) acceptance of religion on the whole has had a explosive rebirth in recent decades due to the exploration of space. Many turned their backs on the heavens once we were able to see with our own eyes what lay beyond our world, but others saw the vastness of the cosmos and saw the face of God looking back at them. While the major world religions all still exist, some notable changes have been made and new religions have been established.

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## CHRISTIANITY

An offshoot group of Christianity called “the Yearners” have begun to gain wider acceptance on the endworlds. Their formal name is the “Yearners for the Star”. They accept the old and new testament, calling the latter the “second testament”. They also have a newer book called “The Book of the Holy Star”, which details the nature of the star that the three wise men followed. They cite it as the home to a great religious truth and they have invested considerable time and effort into locating the star. They believe they will find a new Eden there and that all who make a pilgrimage to that star will be raptured. Rather than holding reverence for the Father, the Son, and the Holy Ghost, they substitute “the Star” in place of the Holy Ghost. They have a creationist view of the universe and attribute the work normally ascribed to the Progenitors to God.

## ISLAM

While many diverse groups have developed since leaving Earth, the Islamic traditions have actually become more unified as time went on- seeking a truer and more literal understanding of the words of the Qur’an. Several exile shards are purely Islamic in nature. It has become a popular religion amongst many of the core worlds in recent years and a small faction of Welshen have even begun to practice a fusion of Islam and Welshen folk religions called “h’Allah”. They have formed the small but vocal “h’Allah” clan and they have spoken in favor of peace with the Ewgee and religious tolerance.

## HINDUISM

The culture of the Hindu religion has not changed much. Often members of the Hindu faith have banded together when in larger communities due to their relatively small numbers in any one location. The exception being the exile shards that Hindu set up.

## JUDAISM

A great schism has occurred amongst the people of the Jewish faith. An exile shard known as “Chosen” established a Third Temple on a far off world and began practicing the old ways of Judaism as described in the Torah, complete with Kohen priests and sacrifices. Many members practicing the “modern” version of the faith did not accept the Chosen’s Third Temple as legitimate. Both groups refer to their religion as “Judaism”, but the common vernacular refers to the Chosen’s religion as “Third Temple Judaism”.

## WICCA

Many cosmologically oriented movements within the Wicca religion have shaped it significantly and their numbers have swelled since leaving Earth.

## RASTAFARI

Of note to the Rastafari Movement is the “Radio Free Jamaica” exile shard that set up and now runs most of the public com channels.

## NEO-PAGANISM

Many old world religions have experienced a small, but noticeable swelling in membership in recent years. Social psychologists have postulated that this may be a cry for humanity’s “return to the old ways” in a world that is so vast and complex.

## RAELIANISM

The number of Raelian have actually grown in number in recent years due to the general acceptance that the Progenitors (which they refer to as the “Elohim”) did actually influence the evolution of life on Earth. It is considered to be the 6th most popular religion in the universe.

## PRIMEISM

The religion practiced by the Prime Bloodline is referred to as “Primeism”. They follow the work of 22nd century philosopher and geneticist Maverik Reinheart. His book “*The Origin of the Prime Genetics*” has become holy scripture and is still to this day regarded as the definitive work on the origins of man. It was his work that discovered the zerostag was responsible for the psychic abilities humanity manifested.

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In addition, he identified “Reinheart Markers”, which pointed conclusively to genetic modification deep within the human genome. He was the first that called the beings that did this eon-old tampering the “Progenitors”.

After *Origin*, he began work on genetic sequencing and correlating psychic potential to certain family lines. Only then did he stumble upon unique superfluous markers that are said to have been intricate microscopic code that told of the origins of humanity. By translating parts of this cipher, he wrote a text called “*The Prime Bloodline*” which detailed what he had discovered. The work suggests that once, most, if not all, of humanity is part of the same genetic line and if all have these desired genetic markers, the “Old God” will return and bring about eternal peace for all of humanity by reuniting them with their parents.

The alleged translation took the remainder of his life and he died before his work was finished. Upon his death, his research was published posthumously by his daughter Deanna. He kept his notes in cyphers and much of it was destroyed to avoid a government plot to foil his work (real or imagined). Many scientists after him have searched for the code in the markers, but have been unable to find it. Many admit that even recognizing a pattern in a massive amount of data like he did is an astronomical feat.

Many call him a fraud hoping for the limelight, or even a delusional madman, but none can deny his genius. He used vagaries and prophetic statements that could never be proven wrong. At the time of his death, he was ridiculed for his ridiculous notion by the general public. They associated it with eugenics and darker times, but many in the scientific community stood by the validity of his work.

Years after his death the Prime Bloodline Foundation formed and searched for people with these unique Reinheart markers. They accounted for about 2% of the population on Earth at the time. In just a few generations, they had nearly doubled the numbers of the people with the genetic markers due to their prolific, yet unforced,

breeding programs. In time, they left Earth and established a now powerful and widespread political theocracy based on his work.

Among its tenets are a deep belief in family, respect towards one's elders and ancestors, reverence for the progenitors, excessively large families, purity of body, the exaltation of human life, the belief that society is greater than oneself, and spiritual/moral/ethical clarity.

#### WELSHEN “HN’ISM”

*“We see all of humanity as a single organism. Therefore wishing war and violence against your brother is simply causing pain to oneself. In the same way, we see that it is foolish to assume that the fruit held by the palm is not intended to nourish the entire body.”*

A small minority of the Welshen follow a folk religion called Hn’ism (Pronounced “Hingism”) which is believed to have distant roots in Zen Buddhism. They believe in peace, non-violence, perfection of the human spirit, and sanctity of human life. Hn’ists, as those the practice Hn’ism are called, seek enlightenment through communing with “Hng”. They believe that “Hng” is the gestalt manifestation of all human consciousness past, present, and future. They shun material possessions and do not recognize ownership of possessions of others. Many times Hn’ists have been convicted of theft as a result, though they often are acquitted on religious grounds. Interestingly, several Hn’ist communes have sprouted on the endworlds- far from Welshen influence.

#### TRIUMVIRATE RELIGIONS

Popular on the endworlds and exile shards, “triumvirate” is the general name for any of a number of folk religions that are a hodge-podge of all three major Abrahamic religions (Judaism, Christianity, and Islam) along with local folk traditions. They often incorporate elements of other religions too, though in smaller amounts. The phrase “triumvirate curse” has taken on a darker meaning as many triumvirates claim magical or spiritual powers. Sacrifices are common among the triumvirate religions, though they are quite diverse. There are some 20,000+ identified

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folk religions that fall into this category and many have merged/separated from each other. Some of the most popular triumvirate religions are: b'Tee, Tarolwanna, Hemism, Cochouism, Vikeism, Hekism, h'Vey, Leeno'lai, and Rem'rem no Kami.

### PAN-RELIGIOUS

Many people have become to see themselves as "pan religious", taking common elements of religions they are exposed to in order to build a belief system. While no codified religion exists, many identify this way. The slang term for a self-identifying pan-religious person is a "Jat". Jats are generally seen as being more adventurous, artsy, and free-spirited. Many are involved in political causes, particularly related to religion persecution.

### REGIONS OF SPACE

It should be noted that these "regions" are often ill-defined due to the complex and political nature of the universe. Humanity is at a chaotic time in terms of expansion and as soon as someone sets a boundary for "the farthest from Earth anyone has ever been" they find an exile shard several hundred light years farther on. Data is often incomplete and/or convoluted despite the Ewgee's best efforts to make it orderly and available.

### THE CORE WORLDS

The core worlds are the area within 100 light years of Earth (most are within 30). Life on these worlds is civilized and regular. While not the ivory towers of the over-privileged that some on the endworlds think they are, people generally do not go without. The number of planets in the core worlds, by a general consensus, are in the hundreds but only a few dozen major political players exist. Many represent regions of space while others simply control a solar system or two.

The core worlds are old. They are some of the earliest settled planets and have rich cultures, traditions, and histories. Because of this, they have a well-established infrastructure with a wealth of opportunities for the enterprising. Many sport large metropoleis and transportation networks.

Getting between core worlds is often as simple as buying a ticket on a commercial transport and sitting down for a comfortable flight.

Centers of administration for the Ewgee tend to be housed on the core worlds. Several major companies affiliated with the Necromancers' Guild, including the DHC and Onryu Corp., own planets in the core worlds. The Sentinels have training bases and outposts all over the core worlds and patrol it frequently. As a result, piracy and general violence is a great deal lower amongst the core worlds because the potential criminals know the Sentinels are just a com call away.

### THE NEITHERWORLDS

Called by various names, the worlds between the endworlds and the core worlds are generally referred to as the neitherworlds. They are far enough from the core worlds to be outside their direct influence, but they are too also far enough away to benefit from the busy trade routes or to be considered centers of commerce. The neitherworlds are spaced far amongst each other and are quite frequently early exile shards that have been reclaimed by the Ewgee. Regular expeditions back to the core worlds and good trading relations keep supplies flowing to the neitherworlds but they often have to pay high transport fees for their goods which keeps extravagance down. The Welshen homefleets sometime weave their ways amongst the stars in this region and skirmishes have broken out when a neitherworld has felt threatened by the massive armadas.

### ENDWORLDS

Civilizations on the farthest edge of humanity's voyage into space are known as "endworlds". They are far from the influence of the Ewgee, but generally are affiliated with them. This affiliation is generally official, but untested. It's a rare day when a transport ship makes a trip all the way to the endworlds, so most endworlds are backwater colonies who engage in a subsistence living. Some are reclaimed exile shards while others are new settlements of Ewgee colonists who are hoping for a better life.



## DOMAIN OF THE PRIME BLOODLINE

In the middle of the neitherworlds is a large and powerful domain held by the Prime Bloodline. Access to these worlds is heavily regulated and security is very tight. Comparable in size to the core worlds, they only trade internally. Occasionally, a rare trading company will be awarded a contract to ship goods in/out of the domain, but their numbers are in the hundreds of ships and only certain goods can come in and out. Tightly regulated and strictly observed, these ships make impressive capital for those who can stomach the scrutiny.

## THE NOMADIC WELSHEN EMPIRE

Welshen homefleets do not recognize the claims that the Ewgee lays to planets and solar system sized fleets of small ships go wherever their nomadic lifestyle takes them. They mine asteroids and stop at habitable planets for supplies. They tend to leave inhabited planets alone unless provoked, but they often find themselves under fire from Ewgree forces who see their mere presence as a threat. Ever the warrior culture, they are happy to return in kind- claiming whatever remains as their prize for winning the conflict. Their homefleets tend to stick to the space occupied by neitherworlds and endworlds, though they have traveled through core world space on rare occasions. Home fleets will forage for supplies beyond the endworlds, but the lack of existing maps and the potential dangers of running into foes they have no information on, dissuade all but the most boldly led homefleets.



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## GARDENS

On occasion, Welshen will leave a team of agriculturalists and workers on the surface of a planet for a growing season or two in order to allow them to produce a bounty of fruits and vegetables before picking them up again. These worlds are occasionally attacked by raiders and other hostile forces, but the fear of retribution by the homefleet is generally enough to provide protection from such attacks.

## GRAVEWORLDS

Kept under heavy lock and key by the Necromancers' Guild and guarded by Sentinel forces, graveworlds are entire planets of entombed corpses. Paid for in advance, a middle class or higher person's family can afford to keep their loved one's body out of the hands of grave robbers. Part maximum security prison and part planet-wide mausoleum, graveworlds hold an excess of the universe's most profitable substance: Bone. Despite the dangers, they are occasionally targeted by daring grave robbing crews that can make off with hundreds of bodies at a time and retire like kings- if they survive.

## THE RESTRICTED ZONE

A binary system approximately 10 light years from Earth called "Cygni" has been designated as restricted by the Necromancers' Guild. Access is restricted by military force within a light year of the binary system by the C.O.R.E.

## EARTH

Also known as "the Dead Zone", the Solar System has a dampening effect on psionics and inhibits the production of zerostag in humans. The reason remains unclear. Earth itself is nearly uninhabited other than a few hundred thousand scientists, historians, geologists, and tourists at any given point. The ruins of the old world are home to colonies of squatters but the majority of the world was ravaged by war and stripped for resources. It is functionally barren, though re-terraforming efforts have been gaining support in recent years.

## ERIDANUS

The closest star to Earth had its planets terraformed and made habitable by early settlers. It boasts a thriving mining economy, though the early terraforming techniques left the planets only barely habitable.

## TAU CETI

With more modern terraforming techniques, three of Tau Ceti's planets have been turned into paradise worlds. Many Ewgee governmental settlements are on Tau Ceti's third planet (Called "Eden"). The planet-sized space station housing the permanent residence of the Humanity Symposium's, called the Grand Symposium, is in an orbit around the sun of the Tau Ceti system.

## CHAPTER 12: GAME MASTERY RUNNING A GAME

The following are elements to be used in a Necropunk game.

### NORMALITY

Establish what is normal for your campaign. This is important in that it illustrates the heightened danger later on. This can be short, but should help the players get used to their characters and the people they are involved in this campaign with.

Some suggested techniques are:

- An easy encounter or two
- A party
- A low-key mystery
- A bit of levity
- Introduction to key NPCs in a easy way
- Large rewards for simple actions
- Explanation of the characters' backgrounds
- Exposition



## THE CALL TO ACTION

All good games have an exciting introduction that serves as the bonding element for the group. This is often referred to as the plot hook, or inciting incident. It normally differentiates the heroes from the antagonists and separates the heroes from the familiar world they are accustomed to. This launch into the unknown (also called “the crossing of the threshold”) is a great way to introduce the players to a bigger or more dangerous/complex environment than they were in perviously. This is to show the players that the normal world they use to be in no longer holds any grip on them and that they are in real danger.

It is suggested that a GM illustrate the transition to this more dangerous environment with one of the following techniques:

- A battle with a higher than average CR encounter.
- A raising of the stakes.
- Loss of equipment.
- Loss of a key, well-liked, important NPC.

## THE MENTOR

The mentor is a character, normally an NPC, who helps guide a party. He should be an expert on a relevant subject and/or hold a position of power over the players (age and status are a great way to denote this). During the call to action, the mentor can protect the players. Once they have crossed the threshold, they can serve as a guide to this new world. This gives a GM a direct connection to the players if he needs to pass information or items. If he needs to move plot along, this can be done with the mentor.

One of the hardest elements to pull off successfully is making the players respect the mentor, though you should strive to achieve this if possible. A mentor does not have to be a literal NPC. They could be nature, destiny, the voice of reason in a character's head, or even a book (or other source of information). Anything with authority that can help the player can be a mentor.

At some point, the death of the mentor should occur. This could be a literal death, but their availability simply needs to be removed from the party. This is so the players can grow from student to master, shedding the weakness of reliance.

## THE CHALLENGES

Once the players have crossed the threshold, they can be faced with the challenges. Challenges are generally larger than a single encounter in scope, and often have multiple components that culminate in a triumph. This triumph does not have to be martial. It could be a character's triumph over a fear, a triumph over a circumstance, a political victory, or a realization of a truth.

One of the most powerful challenges a party can face is the loss of the mentor and the realization that they can continue without them. Dungeons serve as great challenges, and the culminating moment could be a boss fight. Make the resolution of a challenge something special for the players. Reward them generously and let them bask in their victory. Challenges normally come in threes, though this is not always the case. The resolution of a challenge should move the players closer to the resolution of the plot overall.

## THE CONFRONTATION WITH THE ANTAGONIST

The antagonist is the central opposition to the player. Again, this does not have to be a literally person opposing the players (it could be nature, an oppressive law, or even a one's own personal limitations) but the personification of such opposition is often a very good choice for the role of the antagonist. Save the antagonist for the end. Let the players be foiled by them, though not deftly so. Once the resolution of the challenges is complete, the players have achieved their own strength by shedding their mentor. They will be ready to confront the antagonist. The resolution of the conflict should be representative of the story at large, bringing things to a close.



## THE RETURN TO THE NORMAL WORLD

Once the antagonist is defeated, the players should be able to return to the place of normalcy that you established in the beginning. This allows the story to come full circle and they can compare how they started with how they ended.

## CHARACTER GUIDELINES

### THERE ARE MANY REASONS TO PLAY THE GAME

As a GM, you need to be sensitive to the fact that there are many reasons why people play roleplaying games. Some do it to overcome challenges, some do it for the social element, others enjoy the roleplaying, and still others enjoy designing a “winning build”. While no element should be dominant, a good GM is aware that there are many reasons why a player wants to play a game. Consider why a player is playing a game. This can help you gear challenges to his or her own needs and they will have a more enjoyable game.

## BE CREATIVE

A character is only as interesting as you make them. Ask your GM for prompts or setting information. As a player, you should leave lots of little plot hooks open for your GM. Give him weaknesses to exploit, mention people who you know that can be placed into the game world. Connect yourself to the story at large; try to insert yourself into the game so that you feel like a participant rather than someone simply observing.

## EVOLUTION OF CHARACTER

Necropunk is a game about the human condition and how it changes. Allow your character to start out weak and let him grow into something more. Give yourself an emotional goal for your character. Have him start as one thing and try to cause him to grow into something else.



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## FLAWS ARE FUN

Let people hate your character for a weakness that he has. Give your character conflict. Hate a specific faction, cuss in front of a lady, drink too much, lose a limb- whatever it takes. As long as it does not interfere with your ability to interact with society at large (or the party), go for it! This is a great way to start thinking about how you want to evolve your character.

## LET THINGS HAPPEN IN GAME

If you start out as the Emperor of the Universe, there is nowhere you can go but down. Give yourself room to develop your character within the story. A good character has a good, firm starting point and maybe a vague end in mind. What happens in the meantime, should be what happens during the course of the game you are playing in. Let that be the vehicle to transform your character. Never hijack the story for your own personal ends, let it happen naturally. (If you ever asked, "When will I get to save the princess I wrote about in my back story?" than you are hijacking the story.)

## BE CONCISE

A good character background shouldn't be more than one-to-three paragraphs long. You have focused too much on the specifics and details if you are writing more than that. Shrink it down and highlight the important things. The GM doesn't need to know the name of your pet cat unless it's relevant to your background and the changes you wish to invoke in your character. The human mind only retains so much information from whatever it reads, so make your points early and clearly. Try to sum your character up in three words. Then try a sentence. If someone asks you who your character is, how would you explain it in 10 seconds or less? This practice helps distill the important elements of your character.

## EXAMPLE LOCATION: RIDDEN

Legend calls this place many things: The Necrostar, Ridsend (Welshen), the Eternal Graveyard (Prime Bloodline), the Ivory Star (exiles), Nexus Center, #0001 (Necromancers' Guild). Those who call it home simply know it as "Ridden".

Far from the core worlds and beyond the reach of most star ships, lays a traveling planetoid the size of Mars that hides a fantastic prize. Riddled with caverns that reach far into its crust, those who can venture deep enough will find a mantle of bone grown by the planet itself. Genetic analysis indicates it to be human. It's ancient halls are far older than humanity, and the wicked things that live there in the darkness are said to be older still. Forbidden to those who value their life, Ridden is the wild west of the universe. People from all walks of life find themselves drawn to the siren's call of Ridden's wealth. Necromancer corporations pay top dollar to all who are willing to clear out the caverns, mines, and other areas of the vile creatures who live there. These fearless adventurers, known locally as "punks", are a special breed who give it their all to challenge their skills and carve a living out of the surface of Ridden.

Employers are plentiful on the white planet. Most just want a section of the naturally occurring bone for profit, others want scientific data on the creatures that live in the hollows, some brave souls believe this is a religious place where they can commune with the Progenitors. All need escorts deep below the crust to sacred places no eyes have seen before.

Many theories exist about the true nature of the Ridden. Some claim it is a living planet and we are brutally harvesting its skeletal structure. They believe the creatures are a sort of immune system that we are fighting. Another theory is that the planet is the ancient home world of the Progenitors or perhaps a ship they built. Several Progenitor Lyrics have been found deep below the surface. This is compounded by the claim of some of the deepest explorers that there exist technological structures hidden near the planet's core, along with behemoth creatures that chill the hearts of men.

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## RIDDEN HOLLOW

The only major settlement on the planet is Ridden Hollow. A boom-town turned metropolis, it services the corporations who come to exploit the riches and the punks who they employ. Originally an old Ewgee outpost built atop the remains of a failed exile shard, it is currently administered by a weak local government. Sentinels are often tasked with protecting the interest of the Ewgee and they have significant presence both on the ground and in orbit.

## RIDS'END

A Welshen section of Ridden Hollow, called "Rids'end" after the Welshen name for the planet, exists. While not technically separate, the Welshen who live there are mistrusting and even hostile to outsiders who enter. No one has officially recognized them as having a claim, but their impressive warriors often make expert punks. The local forces also don't think they could really remove the Welshen even if they tried. Often Welshen will stay in Rids'end for only a few months to a year before they move on.

The Welshen are a nomadic people, and their lifestyle often requires them to move frequently. The Magdavuul have a strong foothold in Rids'end due to their clan's privileges regarding gathering and salvaging.

## JURISDICTION

The jurisdiction of the traveling planetoid is hotly debated. While numerous claims have been made by many parties, none are recognized by everyone. The Humanity Symposium plays a large role in the administration of Ridden. Essentially, groups wishing to land on Ridden pay a fee to an advisory board of the Humanity Symposium which assures docking space and limited assurances against piracy and theft. This is subcontracted out to severally privately owned spaceports (either in orbit or on the ground) who offer a variety of services (protection, living accommodations, punk contacts, entertainment, etc). Otherwise, martial law is in effect.



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## TIMELINE

Ridden itself was discovered about 30 years ago by a Necromancers' Guild cap by the name of Ridden Cos, who was exploring the endworlds for potential new markets for his wares. He discovered the remains of an older exile shard settlement who had failed to settle the planetoid. His initial settlement became Ridden Hollow, after strip mining equipment was brought to the planet. Due to the inhospitality of the planet and its bestial inhabitants, it took five years before the miners discovered the bone mantle. Several months later, Ridden Cos had been killed. Some say this was by order of the Grey Eminence.

## GEOGRAPHY AND CLIMATE

Ridden is an arid world on the surface. The geography ranges from vast windswept deserts to barren craggy badlands. Almost no plant life lives on the surface, and those few plants that do survive are as inhospitable as the planet itself. The planet has shallow oceans, hardly ever more than a few hundred feet deep and no more than a mile wide, that are often partially frozen. The temperature is a constant 45 degrees Fahrenheit inland and below freezing near the shore. There is no night and day on the planetoid and seasons do not exist.

Its nomadic nature would normally make the atmosphere completely inhospitable, but a unique and largely unexplored phenomenon called sacred blending allows it to maintain an atmosphere. This phenomenon exists almost nowhere else outside of the labs of the most prestigious scientific institutes. A bright white and blue fire-like luminescence illuminates the planetoid and seems to maintain and regulate the atmosphere via some sort of interaction with the sacred space. Many claim this is indisputable evidence of the theory that the Progenitors crafted this planet, but reputable scientists refute this by saying that everything is completely explainable by science.

This sacred blending has two effects. The first is a truly alien skyline. A bleak white sky looks down upon Ridden Hollow with the occasional and transient spot of blue. The effect casts a very soft light on the planet and shadows are long but amorphous. This soft glow has been described as being akin to walking in a dream. The second effect is that, at a distance, Ridden looks like a moving

star. Many ships have been lured off course by this planetoid, or have mistaken it for a large starship.

## RIDDEN IN YOUR GAME

While a game does not have to involve Ridden, it is a good place to start a campaign for GMs new to the Necropunk Campaign Setting. It presents a large number of easy plot hooks for a party that can draw normally distant classes/factions together to work together in a format similar to that found in a typical Pathfinder Game. The politics of Ridden allow social characters to shine, while the dangers that lurk underground are great for more martial characters. Cavernous expenses under the surface are reminiscent of dungeons, and the organisms within can resemble the exotic and diverse array of creatures that normally reside in the Pathfinder Setting.

## INTERSTELLAR TRAVEL

Distances in Necropunk are relative. Consult the following chart to ascertain the time and price it takes to travel between areas.

## SACRED SPACE TRAVEL

For every 1 weeks worth of travel, all characters have to make a Fortitude save due to the threading into sacred space that occurs. The base DC of the Fortitude save is 10 and it increases by 2 for every previous check due to sacred space that has been made in the last month. A failed Fortitude save imposes 1 negative level per failed save. These negative levels go away at a rate of 1 per day after 1 week without entering sacred space.

## MODIFIERS

- "Close" Location takes 1/2 the time of the lowest possible time (1-2 days becomes 12 hours) and the price reduced by 1/2. (200 R becomes 100 R)
- "Far" Location takes twice the time of the highest possible time (1-2 days becomes 4 days) and the price is raised by 50%. (200 R becomes 300 R)

## IMPORTANT LOCATIONS

- Earth (Coreworlds)
- Tau Ceti (Coreworlds)
- Onryo Corporate System (Coreworlds)
- DHC's Corporate System (Coreworlds)
- Alistair, Deacon, and Vermouth (Coreworlds but always far from other core worlds)
- Prime Bloodline's Dominion (Netherworlds. All locations within it's dominion are considered "Close")
- His Way Exile Shard (Netherworlds)
- SET's Corporate System (Netherworlds)
- Ridden's Hollow (Endworlds but always far)

## WELSHEN HOMEFLEETS

The vast majority of the time, homefleets do not go close to planets. In general, when traveling to a homefleet it is always considered far. However, when traveling from one location within a homefleet to another, it generally takes minutes to hours of travel and costs 1-10 R depending on who you get to ferry you (average of 5 R). Non-Welshen are often asked to pay x5-x10 this fee.

## CHAPTER 13: WELSHEN

### LANGUAGE PRIMER

The Welshen language is noted by non-Welshen to be rather hard to speak. It is as much about Welshen culture as it is about grammar. The language itself is composed of thousands of characters that each have a unique sound. These characters are strung together, without much punctuation, to form sentences. Depending on the arrangement of the characters, a sentence can have a very different meaning.

#### EXAMPLE:

The characters for "You" "Fly" "Star" "Ship" can be arranged in the following ways:

- You Fly Ship Star (A formally phrased request if the person in question can fly the ship.)
- Ship You Fly (A casually phrased request for the person to fly the ship.)
- Star Ship Fly You (A formal way of offering to fly someone in your ship a great distance to their destination.)

While codified in linguistic texts, there are few established grammatical rules on meanings derived from character order. This is where the tradition, history, and culture come in. Certain arrangements of characters take on a meaning when their meaning is agreed upon by a group of people.

**TABLE 12-1: MUNDANE TRAVEL TIME**

FROM/TO	COREWORLD	NETHERWORLD	ENDWORLD
Coreworld	1-3 days (50 R)	1-2 Weeks (100 R)	1 Month (250 R)
Netherworld	1-2 Weeks (100 R)	1-2 Weeks (100 R)	2-3 Weeks (200 R)
Endworld	1 Month (250 R)	2-3 Weeks (200 R)	1 Month (250 R)

**TABLE 12-2: SACRED SPACE TRAVEL TIME**

FROM/TO	COREWORLD	NETHERWORLD	ENDWORLD
Coreworld	Not Available	1-2 Days (200 R)	1 Week (500 R)
Netherworld	1-2 Days (200 R)	1-2 Days (200 R)	2-3 Days (400 R)
Endworld	1 Week (500 R)	2-3 Days (400 R)	1 Week (500 R)



As time passes, these phrases pass into the common lexicon of the Welshen in general. This cultural adaptation of character order means that there are sometimes two or three ways to say a similar thing and sometimes new phrases are not understood by everyone. Younger generations often have an entirely different way of speaking than older ones. The dialects of different Welshen Clans are very distinct, though they can still understand each other.

To compound the difficulty of the Welshen language, almost every word is abbreviated or contracted in some way. These contractions and the meaning of abbreviations are understood in a similar fashion to the character orders.

New characters are invented when the need arises. Sometimes a contraction or abbreviation may take on a meaning so divergent from its own original intended meaning that it becomes its own character.

Welshen can trace its roots back to an amalgam of old Earth languages that have grown as the culture has. Many elements of Chinese, Indian, Arabic, German, and Spanish may be detected by studious scholars, but due to the changing nature of the language it is truly impossible for the layperson to detect the nuances.

#### WORD BREAKS

When a Welshen word has a ‘ in the word, it denotes a hard break. It is not the same as an English contraction like “can’t” but rather like there is a pause/beat in the center of the word.

## PARTIAL DICTIONARY

### B’LEENO

“Little Home” or “Second Home”. The character “Leeno” is used for “home”, but is literally “safe home”. The inferior “b’ ” makes the form diminutive. This was the name of the old home planet of the Magdaleeno.

### B’SHOOK

A racial slur to a Welshen. The characters “Shook” refer to “an exile”. “b’ ” is the inferior form. It is often translated as “Wandering bastard” or “he without a home” in English, but is generally just a slur. In Welshen, it is understood to mean “lost child” more literally. Welshen have a very strong family unit, and using the inferior form of the word denotes the title as an insult.

The use of the inferior “b’ ” does not always insinuate a derogatory word. The term for “prince” or “son of the leader”, is just the leadership title with a b’ in front of it.

### DEVVEL

“Art/Artist”. Made up of the characters “Devee” and “Vellek”. Devee means excess or opulence and is generally an insult. Vellek is a term that literally means “book”, but is commonly understood to mean “teacher”. The term devvel is often translated to “artists”, while it literally means “teacher of opulence”.

### D’JEK

The fish of the Magpies. The “D’ ” contraction is actually used to represent the character “Daikin” which is actually an amalgam of the characters “Dai” and “Kinn”. Dai refers to water, or anything that swims, and Kinn is the character used to denote an animal. Kinn often refers to a reptile or fish more specifically, as it means “scaled creature”. Therefore, “Daikin” means “Scaled Creature that Swims” formally, but is understood to mean “Fish”. The characters “Daikin” and “Jekken” together mean “Fish of the Birds” or “A Magpie’s Fish”.

### MAGDA-

The character “madga” literally means “brother”, but is used almost exclusively to denote a brother clan of the Welshen main clan.

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There are many lesser clans, but only the major clans who have proven their worth and have a representative in the Welshen T'ka, are given the character "magda". It is because this word translates to "brother" and Welshen tend to refer to each as siblings when referring to members the Welshen T'ka or other prominent clans.

#### MAGDALEENO

The clan "Magdaleeno" is written with the characters "magda" and "b'Leeno", to denote that they are the clan who once were on the world of "b'Leeno".

#### MAGDALINE

The phrase "Magdaline" is comprised of three characters. "Magda", "Liyeah", and "Nekka". "Liyeah" (pronounced "lay-aah") refers to anything "outside" or "in-excess", but is often translated to English as "outsider" or "barbarian". This symbol could also be translated as "enemy", though this is falling out of fashion as clan Magdaline was accepted as a brother clan. The character "Shook" has a similar meaning to "Liyeah" and a common insult to a Magdaline is to call them "Magdashook" by switching out the characters because they look similar. "Nekka" refers to "repair", but can be taken as meaning "reformed". Their clan name literally means "repaired enemies", but is understood to mean "reformed barbarians". The connotation associated with it is not negative, however, but rather almost a celebration of their reformation.

#### MAGDAVUUL

Clan "Magdavuul" is written with the characters for "Magda" and "h'Vuul". "h'" is used to denote a high honor and is quite infrequently used. It is an anachronism used only in ceremonial situations (akin to "M'Lord" in English). The character "Vuul" means "dead" literally. The common vernacular reads it as "dead body", "corpse", and sometimes (as is the case here) "mortician", "gravedigger" or someone who deals with dead bodies. Their name is translated to "the honored dead" literally, but it is understood to mean "the honored undertakers". They are formally known as Magda'h'Vuul Ta-Ka ("The Brother Clan of the Honored Master Undertakers", literally).

#### MASQUE

Pronounced "Mask", this word is borrowed from the old Magdaline language before they were assimilated. It refers to their ability to put on an emotional mask to control their emotions.

#### QU'EM T'KA

This is the name of the famous martial art. The phrase is pronounced "kwä em tuh-ka", and many English speakers simply say "Ka-Em Ta-Ka". The phrase refers to anyone who is skilled at martial arts in the general sense. It is almost always shortened to "Qu'em". It is made up of the characters "Quee" "Emna" "Tessa" and "Kaa". Quee roughly translates as "before zero", "early", or as a "negative number", but is commonly understood to mean "no waste" or "efficient". When paired with other characters, it is assumed to mean "grace" (literally "graceful") quite often as Welshen hold efficiency in high regards. Emna is the character for a specific martial art style that existed back on Earth before they left, but has become the character most used for Qu'em T'ka nowadays. A single print of this character is understood to mean Qu'em T'ka when alone. Other martial arts use the character and means "path of study", or "martial style" when used in this fashion. Some scholars will use the character to denote their field of study in an official title. Tessa is a character used to describe a practitioner of a craft or artisan. Many times a ship builder or other person skilled with their hands will use this character on their shops or letterhead to indicate their profession. Kaa only exists in conjunction with another character and means that the paired word is held in high regard (similar to h'). It roughly translates to "senior" or "master". Together, Quee and Emna mean a "graceful or efficient martial art" and Tessa and Kaa mean "a master practitioner of". All together it means "A master of an efficient martial art", but is often translated as "a practitioner of the early path" or "one who is proficient at the zero path" in English.

#### SHEN

"Star". Literally refers to suns. On a surface of a planet, the star in the sky is called h'shen, while other stars in the night's sky are called b'shen.

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## T'JEK

The term for the flow of luck that Magpies see. The characters "Tiee" and "Jekken" are generally used to convey this. Alone, they have very different meanings. The character Tiee is often translated to "river", but more accurately means "the flow" or "the way things move". The character Jekken means "bird" informally or simply "something that flies." This is often used to refer to Magpies, and many common phrases use the contraction "Jek" specifically to refer to them. This is abbreviated to "T" and "Jek" for the contraction "T'Jek". This refers to the flow of luck in the universe, or anything related to a Magpie's ability to see luck.

## VAGUE

Literally "Representative". The character "vague" is used to identify a narrator or speaker in written language, but it has taken on a more political meaning. Many things that are described as "political" in English are described as "vague".

# CHAPTER 14: TIMELINE

AD= Anno Domini. This is a designation used to label or number years prior to the foundation of the United Governments.

UY=United Year. This is used to label years after the foundation of the United Governments.

3012AD

The first extrasolar astronaut, Jeremiah Bishop, returns from his twelve year mission and transmitted the first thought to his co-pilot. He is noted to be the first thought. This is the first inkling of the Psychic Revolution.

3052 AD

Scientists document "zerostag", an enzyme-like substance that allows the transmission of thought, in extrasolar travelers. Suggestions arise regarding the enzyme's connection with Earth proximity. Later in the year, a series of tests confirm these theories.

3062 AD

Humanity launches its first exile shard. Citing extreme overpopulation, difficult living conditions, and political dissatisfaction a group of Buddhists leave Earth in a massive spacecraft trailed by a fleet of smaller agricultural ships. They hope to colonize a distant world. In the following years, several dozen other groups of pilgrims follow suit.

3068 AD

The Patrick Welsh Society for the Improvement of Humanity launches itself into space. This exile shard group will someday be known as the Nomadic Welshen Empire.

3079 AD

The colonization of the last planet in the Solar System begins. Further colonies are expected. The Prime Bloodline exile shard also leaves Earth this year.

3081 AD

Internal political factors and massive food shortages cause the outbreak of World War 5. It ends just eighteen months later, but political stress places Earth in a global cold war with five super powers. All of them set up deep space colonies to take advantage of the zerostag enzyme. This is the start of the Psychic Revolution. During this period of time, people begin to develop, advance, and then come to rely upon early necrotech.

3083 AD

The Welshen fleet of ships suffers damages due to a passing meteor storm. The same year, a lobbyist group forms for all the newly opened necrotech research facilities. It is known as the Necromancers' Guild.

3084 AD

The 12th Imperial Estate's deep space colony goes live, solidifying its place as the 6th superpower in the cold war.

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3085 AD

The Welshen come across a deep space engineering station set up by the United European Federation. The engineers sacrifice some of their own ships to keep the exile shard flying. Life is still hard, with most people living in nothing but escape pods converted to rooms. Others live for months at a time in space suits.

3090 AD

The 2,000th exile shard leaves Earth for parts unknown. This year is also the first (and last) transmission from the “His Way” exile shard.

3091 AD

Due to cold war stressors and political posturing lead to World War 6. This is seen as a continuation of World War 5. The conflict reaches out to the deep space colonies. The deep space war becomes known as “Universal War 1”. It lasts 4 years, 18 days.

3095 AD (or 0 UY)

A coalition of those who oppose the growing power of the Imperial Estates drop biological WMDs on the northern and southern extremes of the Earth. It wipes out all life south of the Tropic of Capricorn and north of the Arctic Circle. This coalition formally merged their remaining territories and formed the United Governments (Or “UG”).

1 UY

A process of restoration of Earth and exploration of new worlds becomes the primary mission of the UG.

3 UY

The Necromancers’ Guild founds its first graveworld near Saturn.

4 UY

Self-styled grave robber Andrew “Viking” Rosenberg pulls off the first heist of a graveworld.

8 UY

The discovery of the d’jek on the planet Fem’Mal occurs.

14 UY

The UG enacts the Planetfall Act. They offer limited autonomy, funding, military protection and support for any colony who can sustain itself on a new world for ten years with a population of more than 1,000. Exile shards become a thing of the past, as it becomes more popular for such groups to take advantage of the Planetfall act. Thousands of worlds are seeded in the following years.

16 UY

The Liquidia Corp exile shard attacks the Welshen when the two cross paths. The Welshen retaliate and assimilate the survivors, their ships, and their supplies.

23 UY

The first recorded magpie crashes the economy of a casino world, revealing himself to humanity at large. According to reports, he loses all his winnings in a freak weather accident.

32 UY

The first Planetfall planet is welcomed into the UG. In the following years, several hundred worlds would be added to the list of those under UG protection.

42 UY

The UG leadership decides to unify humanity. Currently, their influence is felt 30 ly in all directions from Earth and extends to hundreds of worlds. They actively seek out exile shards, offering them free entrance into the UG.

46 UY

The Good Shepherd exile shard rejoins humanity. They are welcomed with open arms. In the following years, a dozen more exile shards join the UG.

52 UY

A group splits off from the Welshen and settle on a habitable world they call “b’Leeno”.

65 UY

Rogue exile shards, who do not want to join the UG, begin to attack UG outposts.

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70 UY

The Necromancers' Guild founds its 400th grave world. Their companies now claim dominion to 30 worlds in a variety of systems and twice as many floating space factories. They declare independence from the UG two months later.

74 UY

A Welshen homefleet returns to check on the group that settled b'Leeno. They had discovered Progenitor Lyrics and all but destroyed themselves with advanced weaponry. The Welshen retrieve the survivors and adapt some of the shielding technology.

87 UY

The Welshen Empire defeats its 100th exile shard. They are now actively hunting other exile shards to lay claim to their supplies in order to survive. Their path is now generally curving away from the straight path to their expected homeworld. The first school of Qu'em is also established that year.

94 UY

The "UGee" discovers the Prime Bloodline exile shard. They have developed an empire that spans 30 worlds. Minor skirmishes break out, but are quickly quelled by a treaty of mutual protection against the growing number of rogue exile shards attacking both regimes.

105 UY

The Ugee rediscovers the lost "His Way" exile shard. They report that there are no survivors, but they do find Progenitor Lyrics on the planet. Eight years of study would eventually yield the technology necessary to enter sacred space.

109 UY

Thousands of exile shards band together into the Exile Pact. This is a military entity designed to oppose the expansion of the Ugee and Prime Bloodline. Eight months later, an all-out war commences. The war is referred to as "Universal War 2". The Necromancers' Guild brokers deals with both sides.

113 UY

The first sacred space mission is successfully made by pilot named Jeremy Kear, using an augmented

ship. This sparks a boom in both trade with farther locations and an interest in the scientific nature of sacred space.

114 UY

Universal War 2 reaches a pivotal moment when the Necromancers' Guild brokers an exclusive deal with the Ugee and Prime Bloodline to support them and cut off the Exile Pact.

118 UY

The Sentinels are founded by the Ugee to protect Earth and her interests. They are immediately deployed and found to be extremely effective.

122 UY

Universal War 2 ends with the Exile Pact being defeated, and the Ugee lays claim to all their dominion. The Ugee officially joins with the Prime Bloodline and Necromancers' Guild in a political alliance. The new structure is a triumvirate of power. The worlds outside the control of the Prime Bloodline and the Necromancers' Guild are officially designated as "the Core Worlds". They adopt the name "Ewgee".

134 UY

The Welshen Empire enter into a conflict with a powerful exile shard known as the Jaguars. The conflict is bloody, though the Welshen have the upper hand.

136 UY

The expanding borders of the Ewgee come into conflict with one of the Welshen homefleets. Within a year, they are at war.

148 UY

The Welshen Empire is fighting a war on two fronts, one with the Ewgee and one with the Jaguars. The Ewgee is about to strike a blow to the heart of the Welshen homefleet, but they are interrupted by Jaguar ships who turn the tide against the Ewgee and in favor of the Welshen Empire. The Welshen ultimately repel the Ewgee and invite the Jaguars to join them. The Jaguar accept and are formed into the Magdaline clan.

213 UY: Current year

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