

# REVISED RACES FOR THE PSI-WATCH CAMPAIGN SETTING

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# BLACK OPERATORS

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## **Revised Races for the Psi-Watch Campaign Setting**

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**The Psi-Watch Campaign Setting** presents a slick, stylish new way of looking at Psionics, not to mention modern espionage and supers gaming, powered by the best-selling *Pathfinder Roleplaying Game* and *Ultimate Psionics* (Dreamscarred Press) rules. The campaign setting owes a major debt to my life-long love of comics, and is inspired by my generation's comic book renaissance.

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

Comics like *WildC.A.T.s*, *Cyberforce*, *Stormwatch* and *Youngblood* drew on the best in comics, military fiction and cyberpunk to create an entirely new genre of comics. Innovations in art and storytelling fed back into the industry, spurring creative revolutions at both Marvel and DC. Many of the best artists working in comics today got their start aping the beloved styles of superstars like Lee, Liefeld and McFarlane. The design tropes and political savvy of the best Image comics inspired later 'mainstream works'. "Image style" costumes revolutionized the look of everyone from the *Legion of Superheroes* to *Batman* to the *Avengers*, and a thousand more. Mark Millar's *Ultimates* and *Civil War* are thematic outgrowths of Jim Lee and Warren Ellis's early image storylines.

Psi-Watch was designed to emulate the thrill of those early Image comics, to allow players and gamemasters alike to bring some of their sleek style and overwhelming firepower to the gaming table.

**Black Operators** revamps all the major races found in the original and Unlimited Editions of the *Psi-Watch Campaign Setting*, plus adds a few new surprises. These races have been rebuilt from the ground up, sometimes radically, with the Pathfinder and Ultimate Psionics rules in mind. Some of these changes are fairly minor, while others are comprehensive and radically change how these aliens and supersoldiers operate. Inside, you'll find everything you need to play as a Culture or Neon alien, or any of a dozen breeds of Earth-born super-mutant.

## What's Different?

If you're an existing fan of the Psi-Watch universe, what's changed as of **Black Operators**? Most of the races pretty much the same as they are in earlier editions, but the races formerly known as *Blooded Ghosts*, *Gravediggers*, *Steamers*, *Patriot Ivories* and *Spetnaski* get worked over pretty good. These races got changed so racially, the old names no longer seemed appropriate. Take a look at the new *Xenobreed*, *Graverobbers*, *Vaporlocks* and *Military Post-Humans* to see how much everything's changed.

Type and subtype play a more important rule, with new subtypes like *Psionic*, *Mutant* and *Patriot*, among others, helping define these character's powers and place in the world.

Rather than a single Mutant species, being a Mutant is now a subtype shared by several of the races. These races are interfertile and culturally linked, making "*Mutants*" as a whole more diverse and interesting. A few existing races have their types altered to make them more interesting to play: Shiftsteel Symbionts are now Outsiders, and the radically redesigned Graverobbers are now, finally and actually, Undead.

Even races that stayed fundamentally the same, such as the Anvils (who dropped the Patriot prefix from their name) and Cityborn gain a few new traits in line with the Psionic race rules produced by Dreamscarred Press. Finally, everybody gets several alternate race traits.

## Final Support? Not Quite!

~~Black Operators is in many ways a swan-song for the Psi-Watch Campaign Setting. This will likely be the last regular support this campaign setting will receive, as Otherverse Games emphasizes its other best-selling campaign worlds: *Black Tokyo*, *Heavy Future* and *Otherverse America*, as well as the upcoming *Masters of Endara*.~~

Black Operators was intended as the final product produced for the *Psi-Watch Campaign Setting*. Things change...sometimes for the better.

Rabid fan response and some of the excellent art John Picot provided for this project convinced me to continue my support for this comic inspired campaign line. Expect more Psi-Watch content soon, including a long needed bestiary in the vein of recent massive and well-illustrated monster books like *Closed* and *The Black Bestiary*.

- Chris A. Field  
March 1, 2015



Species	Type and Subtypes	Summed Up In One Sentence...
Anvils	Large Monstrous Humanoids (earth, mutant)	Prodigiously strong, stone-skinned behemoths
Bio-Guardians	Medium Monstrous Humanoid (cyborg)	Mutant-hunting nano-cyborgs
Boxers	Medium Monstrous Humanoid (mutant, patriot)	Four armed mutant brawlers
Box Office Slaves	Medium Humanoid (human, psionic)	The humans of an alternate America run by predatory media moguls
Challengers	Medium Humanoid (human, psionic)	Latent psychics who can sense the presence of other Psions
Cityborn	Medium Humanoid (psionic)	Post-humans evolved to thrive in, and defend, mega-cities
Cultureborn	Medium Humanoid (human, lawful, psionic)	A genetically engineered race of militaristic, psionic conquerors
Graverobbers	Medium Undead (patriot)	Ultra-violent reanimated soldiers
Hard Genes	Medium Monstrous Humanoids (mutant, psionic)	Genetically diverse, evolved humans, justifiably angry at a world that hates & fears them
Mechanics	Medium Humanoid (human, psionic)	Psychics who can manipulate steel, plastic and technology
Military Post Humans (MPH)	Medium Humanoid (human, mutant or patriot)	A diverse breed of genetically modified supersoldiers
Neon	Medium Outsider (fire)	Space adapted nomads of fire and chrome
Shiftsteel Symbionts	Medium Outsider (native, psionic)	Ultra-advanced cyborg geniuses bonded to living chrome
Vaporlock	Large Aberration (mutant, psionic)	Gaseous mutants trapped in a bio-mechanical containment suit
Xenobreed	Medium Aberration (bleeding ghost, shapechanger)	Viscous, shapeshifting hybrids of human and alien DNA

## **EARTH'S POST-HUMANS**

The following species are native to Earth, though in some cases, a species' origins might begin in the stars, even if the species germinates on Earth. The following superhuman races evolved on Earth, and their members consider themselves (more or less) humans, and members of specific human ethnic groups and cultures, as much if not more than they consider themselves a member of a post-human species.

Earth's Post-Humans begin play speaking their native language, and possibly another language common in the region of their birth. Their naming traditions, cultural backgrounds and religious practices have their origins in their birth cultures, though some superhumans might utterly reject their human origins and adopt new identities or practice emerging, post-human religions upon their empowerment.

## **ALIEN SPECIES**

The two most common alien races operating on Earth today are the Culture, and the Neon. While Xenobreed are technically alien/human hybrids, they are products of human experimentation and human culture, albeit reluctantly. That's not the case for escaped Box Office Slaves, Culture spies or Neon immigrants....

Truly alien species begin play speaking their native language and one Earth language of choice, unless noted otherwise.

# **ANVILS**

## **Large Monstrous Humanoid (Earth, Mutant)**

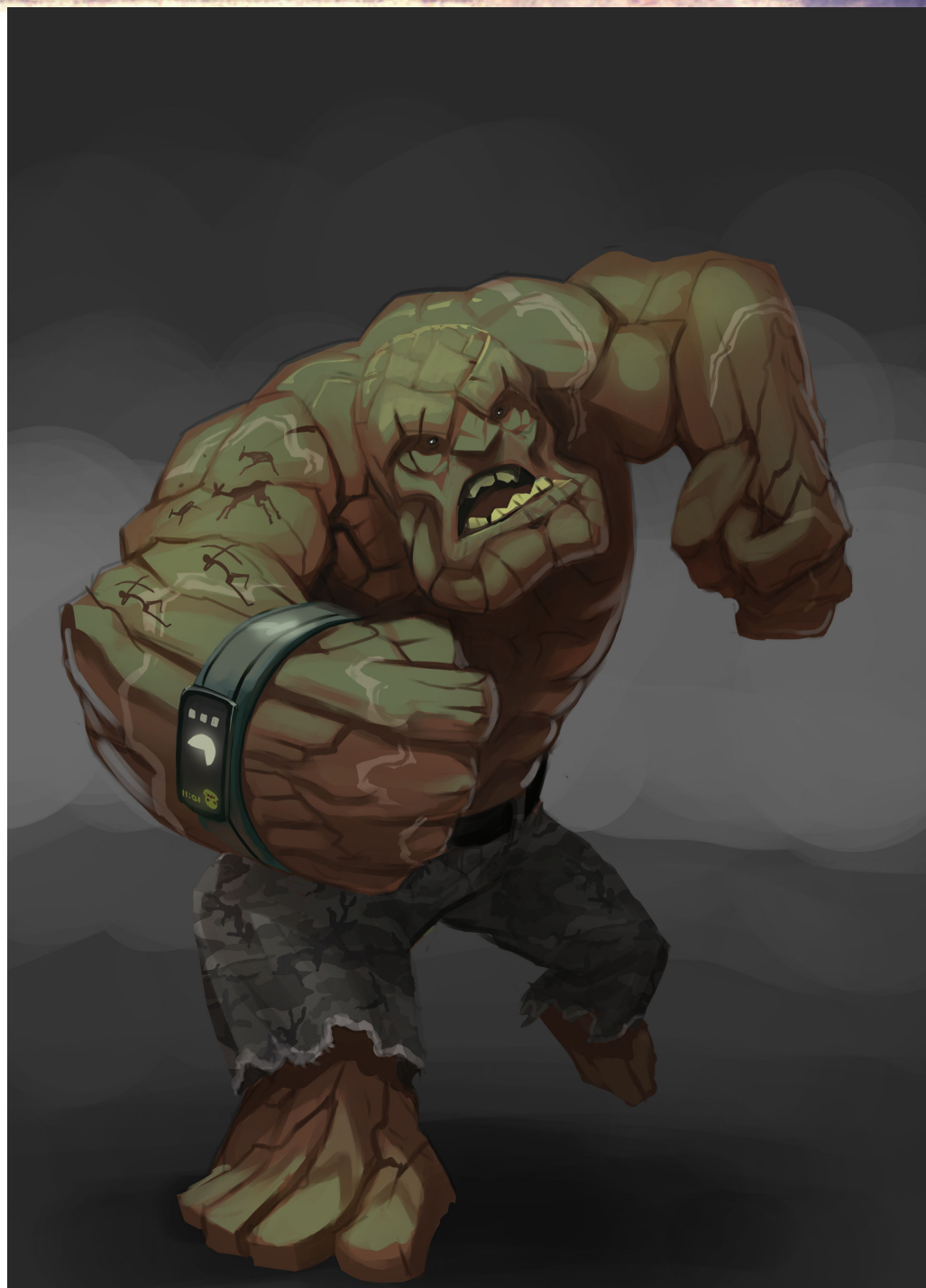
Not every super-soldier program is successful.

Patriot Anvil was the shortest lived, and least successful of Psi-Watch's supersoldier programs, being shut down barely a year into prototype stage testing. Though the first Anvil were superhumanly strong and durable, they were slow and completely ill-suited to stealth operations. Most of the initial test subjects were medically discharged from the military and now live in highly classified, highly compensated, obscurity.

The Patriot Anvil program was rejected, and the mutagens used in the conversion process marked for long term storage and disposal. Unfortunately, the disposal facility in Utah was destroyed under mysterious circumstances, releasing the highly toxic mutagens into the air. It may be years before the ecological damage from the accident repairs itself. Over the last decade, Anvil births have become a common, horrifically bloody event across the rural Southwest, especially in Utah's sprawling reservation land. The birth of the First Nations Coalition is due in large part to strength and valor of reservation-born Anvil superhumans.

### **Appearance**

When fully grown, Anvil mutants stand at least eight feet tall, and the largest specimens might easily top ten or eleven foot. These quasi-elemental behemoths weigh upwards of a ton even as children,



and as adult, might weigh as much as a fully loaded tractor trailer. Instead of a soft, fleshy human epidermis, Anvil are covered in a dense, silica-based exoskeleton. Their stony skin is usually a dark brown or amber, the color of desert landscapes, though female Anvils are often a drab blue or grey. Differences in color are only way to tell an Anvil's gender as secondary sex characteristics are non-existent.

Anvils have wide, flat elephantine feet to support their massive bulk, and stubby, simplified



fingers with crudely articulated opposable thumbs. They have featureless, unexpressive faces with jaws like a bulldozer's shovel and tiny, obsidian eyes set far back in a boulder-like skull.

## **Reproduction and Biology**

Physicians on the reservations keep a wary eye for the signs of Anvil mutation during a pregnancy, but unfortunately the tell-tell mutations of the fetus only appear in the last weeks of pregnancy. Far too many mothers die giving birth to their heavily mutated offspring, and without quality xeno-medical care, most newborn Anvils don't live more than a few hours.

Those who survive grow quickly, reaching their full adult size in just a few years, though the mutants mature emotionally at the same rate as a human.

Anvil have the same sexual drives as baseline humans, but little ability to act on those impulses. Few have reproductive organs as humans understand the term, and those that do are usually physically incompatible with baselines, no matter how much they might wish otherwise.

## **Homelands and Culture**

Anvil are common throughout reservation lands, but the hulking, stone skinned mutants aren't truly comfortable anywhere. They don't blend in and a secret identity is impossible for a being that's eight feet of living granite. Military Anvil usually live on base, only really interacting with the outside world on missions. The rare civilian Anvil, most of whom usually find work as brute laborers if on the right side of the law, and criminal powerhouses if not, usually keep to the mutant-towns of major cities.

## **As Soldiers**

Vast numbers of Anvil orphans live in the secret, subterranean Patriot Medical complex beneath Atlanta, GA, while others have found their way to the mutant homeland- Nightflight. In both cases, the oldest and most mature have earned reputations as tough, battle-ready warriors. Anvil most often serve as heavy weapons experts and less officially, as unit pack-mules. Anvil can carry staggering amounts of gear, which can be an advantage for any squad with one as a member.

# **ANVIL RACIAL TRAITS**

All Anvil have the following racial traits.

### **Size and Type**

Anvil are Large Monstrous Humanoids with the Earth and Mutant subtypes. As Large creatures, they gain a +1 size modifier to their Combat Maneuver Bonus and Combat Maneuver Defense, but suffer a -1 size penalty to attack rolls and armor class.

Anvil occupy a 10 ft x 10 ft fighting space and have 10 ft reach.

### **Slow and Steady Speed (EX)**

Anvil have a base landspeed of 20 ft, extremely slow for a Large creature, but their land speed is never modified by armor nor encumbrance.

### **Ability Score Modifiers**

+6 STR, -4 DEX, +2 CON, -2 WIS.

Anvils are impossibly strong, able to twist rebar in their bare hands and shatter a foot thick concrete block with a single blow. Unfortunately, they're ponderous and earthbound, and their stony mutations dull their senses.

### **Elemental Body (EX)**

Their strange physiology and dense, silicate armor renders Anvils immune to critical hits, precision based damage and stunning. Anvil have the No Breath racial trait.

### **Heavy Lifter (EX)**

Anvils are superhumanly strong. Their lifting and carrying limits are quadruple (x4) those of a Medium sized creature with the same STR score.

### **Stone Carapace (EX)**

Anvils have rocky hides nearly six inches deep over their muscular frame. This stone carapace allows the Anvil to shrug off small arms fire and survive direct hits from Sidewinder missiles.

Anvil have a +8 natural armor bonus to Armor Class, and they gain Damage Reduction 5/-.

As a result of their bulk, armor and clothing must be specially tailored for the Anvil, and costs at



least four times as much as similar items made for Medium humanoids.

### **Stone Fists (EX)**

Anvils hit harder than wrecking balls. Anvil gain a slam attack that deals  $1d10 + STR$  modifier points of bludgeoning damage as a primary natural attack. At 10<sup>th</sup> level, they gain a second slam attack.

### **Thick Fingers (EX)**

The Anvil's blocky fingers are ill suited to fine manipulation. Any task that requires manual dexterity (typing, surgery, delicate repairs, even reloading a handgun) takes twice as long to perform when an Anvil attempts the task. If the Anvil takes 10, the task takes 20 times as long to complete, and requires 40 times the usual completion time when the Anvil takes 20.

## **ALTERNATE ANVIL RACIAL TRAITS**

Anvils are defined by their armored hides, though the details of their specific illness (as most Anvils think of their mutations as medical conditions rather than superpowers) can vary.

### **Breaker (EX)**

**Replaces:** Heavy Lifer

The Anvil's slam attacks ignores Hardness of immobile, inanimate objects and structures.

### **Changer (EX)**

**Replaces:** Elemental Body

The Anvil may change between an unmodified human form and their stony state, at will. Changing forms requires one minute (ten full round actions) and provokes attacks of opportunity; if damaged, the Anvil must begin the process again.

While in human form, the Anvil loses all racial ability score modifiers, becomes Size Medium, and loses access to all racial abilities. This change only affects the Anvil, and not his clothing or gear.

### **Enhanced Carapace (EX)**

**Replaces:** Elemental Body, modifies Stone Carapace

The Anvil's natural armor is denser than normal, but protects an organic core body with more human-like anatomy and organ system than the norm



for the Anvil species. The Anvil's natural armor bonus is +12 and the Anvil's Damage Reduction is 10/-.

### **Ice Anvil (EX)**

**Replaces:** Stone Fists, modifies Subtype

Common to Canadian, Alaskan and Russian-born Anvil, the superhuman's armor is made of bio-ice around a polymer based organic core. The Anvil's frozen fingers inflict cold-burns like liquid nitrogen.

The Anvil's slam attack inflicts only 1d6+STR modifier bludgeoning damage, but inflicts an additional +1d6 cold damage.

The Anvil gains the Cold subtype rather than the Earth subtype, and is immune to Cold. However, the Anvil becomes Vulnerable to Fire.

### **Magma Anvil (EX)**

**Replaces:** Stone Fists, modifies Subtype and Elemental Body

The Anvil's life functions are sustained by nuclear reactions in his gut, that superheats his rocky skin to temperatures rivaling that of the Earth's mantle.

The Anvil's slam attack inflicts only 1d8+STR modifier bludgeoning damage, but inflicts an additional +1d6 fire damage.

The Anvil gains the Fire subtype in addition to the Earth subtype, and is immune to Fire. However, the Anvil becomes Vulnerable to Cold. The Anvil needs an atmosphere to continue burning and thus loses the No Breath racial trait.

### **Steamroller (EX)**

**Replaces:** Heavy Lifter

Anvils are slow, but once some Anvils get going, nothing can stand in their way. Steamroller Anvils receive +10 ft worth of bonus movement when making a charge, and gain Improved Bull Rush as a racial bonus feat.

## **BIO-GUARDIANS**

### **Medium Monstrous Humanoid** **[cyborg]**

The Watchtower Program has tracked, contained and exterminated mutant threats since the early 1960s, and the cybernetic Bio-Guardian race is the latest evolution of this anti-mutant weapons program.

### **Appearance**

Fit and battle-hardened, most Bio-Guardians can pass for humans with only slight effort. Bio-Guardian skin is some shade of crimson, from a pale pink to a deep magenta- their unique coloration is a side-effect of the hyper-oxygenated blood that gives the species its phenomenal speed and endurance. Lightly armored, exo-skeletal plating on the torso, abdomen and shrouding the spinal column provides comprehensive protection, which can easily be concealed beneath ordinary clothes.

Bio-Guardian features are hard-edged and indeterminate, a rough mix of several human racial phenotypes, but the Bio-Sentinel's most notable features are their eyes. Bio-Guardians have an intense stare- cold, dispassionate, unblinking and seemingly machine-like.

### **Reproduction and Biology**

The Bio-Guardian creation protocol is a techno-virus with its origins in an alternate future, a marriage between human DNA and bleeding-edge nano-machines. Most Bio-Guardians are unwilling humans, kidnapped and converted by rogue Watchtower androids to serve as secret weapons against Mutants. The memories of their kidnapping and nanotech upgrades wiped from their mind, these Bio-Guardians serve as sleeper agents, living normal human lives until subconscious command protocols activate to turn them into deadly anti-mutant weapons.

A relative handful of Bio-Guardians are bred; the race's nanotech cybernetics can be passed genetically. Most Bio-Guardians are so driven by their programming they have no interest in, or real conception of, human relationships. Bio-Guardians who break their programming, and can overcome their computer-guided hatred of Mutants, might recover





much of their capacity for human emotion and interaction.

### **Homelands and Culture**

Bio-Guardians are most common in North America and they are drawn to Mutant communities like a lion to a savannah watering hole. They go where the prey is. Bio-Guardians are also common throughout Japan, China and India, where they stalk Challengers, Mechanics and Cityborn, as well as other emergent post-human species.

### **As Soldiers**

Bio-Guardians make ideal anti-mutant soldiers. Their tactical database is loaded with warfare files on tens of thousands of known Mutants and Psions. Bio-Guardians who break their programming might display the mental versatility to work with Mutant colleagues, but the cyborgs are never truly comfortable around post-humans. Psi-Watch does not usually employ Bio-Guardians, as they are mistrustful of the tech, and have an unusual sensitivity to Mutant concerns. However, Puzzle Ops has no compunctions against employing Bio-Guardians, usually deploying the cyborgs either as lone operatives or with an all-human squad on black bag assassination missions, especially against Mutant targets.

## **BIO-GUARDIAN** **RACIAL TRAITS**

All Bio-Guardians have the following racial traits.

### **Size and Type**

Bio-Guardians are Medium Monstrous Humanoids with the Cyborg Subtype. As Medium creatures, Bio-Guardians have no special bonuses or penalties based upon their size.

### **Fast Speed (EX)**

Bio-Guardians have a base landspeed of 40 ft.

### **Ability Score Modifiers**

**+2 CON, +2 INT, -2 CHA**

Like their machine ‘ancestors’, Bio-Guardians are durable and tactically brilliant, but distant and cold. Their humanoid organs are reinforced by machine systems and multiply redundant regenerative subsystems, making them extremely hard to kill.

### **Cyborg Senses (EX)**

The Bio-Guardian possesses Darkvision with a 90 ft range and lowlight vision. The Bio-Guardian can receive unencrypted wi-fi/cellular/television and radio signals, as well as higher tech types of signals.

### **Electrical Shielding (EX)**

Their onboard nanites grant the Bio-Guardians Immunity to Electricity.

### **Genocide Programming (EX)**

Bio-Guardians are genetically and mechanically programmed to exterminate Mutants, and even a Bio-Guardian who fights her programming and associates with Mutants might succumb to her genocide programming in a moment of shocking ultra-violence.

If a creature with the Mutant subtype is within 100 ft of the Bio-Guardian, she is considered *shaken* for so long as the Mutant remains in range if she takes actions other than attacking that Mutant. The Bio-Guardian suffers a -4 racial penalty on CHA-based skill checks, except for Intimidate, against creatures with the Mutant subtype.

### **Ion Pulse (EX)**

Concealed energy weapons built into the underside of the Bio-Guardian's palm and finger tips allow the cyborg to discharge high voltage electrical bolts. The Bio-Guardian gains a natural ranged attack that inflicts 2d4 Electrical damage (20/x3 crit). The Ion Pulse has a maximum range of 50 ft and no range increment.

### **Mutant Detection Range (EX)**

Their onboard sensors allow Bio-Guardians to detect the presence of, distance and direction to all characters with the Mutant subtype within one mile. Bio-Guardians receive a +5 racial bonus on Perception checks made against creatures with the Mutant subtype.

### **Natural Armor (EX)**

Dermal plating provides the Bio-Guardian with a +2 natural armor bonus to Armor Class.

### **Self Repair Nanotech (EX)**

The Bio-Guardian recovers from Hit Point and temporary ability score damage at double the rate of a

normal human. With complete bed rest, she recovers at three times the normal human rate.

## **ALTERNATE** **BIO-GUARDIAN RACIAL** **TRAITS**

Bio-Guardians, and anti-mutant tech in general, evolves as rapidly as the Mutants it is designed to exterminate.

### **Cyberhunter (EX)**

**Replaces:** Ion Pulse

This variant Bio-Guardian design scheme trades raw firepower for precision and tactical acumen. The Bio-Guardian gains the *avored enemy* class feature against humanoids with the Mutant subtype as a Ranger of her total character level.

### **Cybertaker (EX)**

**Replaces:** Self Repair Nanotech

The Bio-Guardian is a continually evolving machine intelligence. The Bio-Guardian can withstand an unlimited amount of Drain and does not risk negative levels from having cybenetics installed.

### **Flamethrower Purge (EX)**

**Replaces:** Electrical Shielding, Ion Pulse

Nothing better than fuel-air hyper-combustion to incinerate Mutants and other genetic deviants. The Bio-Guardian gains a breath weapon (though the weapon is technically manifested through discharge vents in the palms) usable every 1d8 rounds.

The Bio-Guardian's Flamethrower Purge breath weapon is a 30 ft line that inflicts 4d6 fire damage (REF DC 15 half). At 10<sup>th</sup> level, this becomes a 50 ft line.

The Bio-Guardian possesses Fire Resistance 10.

### **Psi-Tech Shielding**

**Replaces:** Electricity Resistance

Ruby-crystal plating around the skull and visor like optics provide the Bio-Guardian with near total immunity to mind-tampering. The Bio-Guardian gains Power Resistance 20; at 10<sup>th</sup> level, this increases to Power Resistance 25.



# **BOXERS**

## **Medium Monstrous Humanoids [Mutant, Patriot]**

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

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

### **Appearance**

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

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

have a row of nursing teats running the length of their bodies.

As most Boxers are soldiers, with a close-in, brawling combat style, many of these powerful mutants wear their hair shaved or close cropped for pragmatic reasons. Most Boxers are strangely proud of their superhuman physiques, and fight topless rather than hide their musculature behind confining tactical body armor (which is difficult to find fitted to their needs, anyway).



## **Reproduction and Biology**

The Boxer genome is dominant, and virtually all of the children and grandchildren of the first-gen Boxer volunteers are Boxers themselves. Boxer mutations first become visible at the end of the first trimester of pregnancy, and the species' growth has slowed dramatically because of the elective abortion of Boxer fetuses. Mutant rights groups have fought hard to ban 'gene-selection' abortions, with little success.

There's a strong streak of self-loathing in Boxer culture, and many of these multi-armed mutants refuse to bear children and perpetuate the mutation. Barroom disputes between pro-mutie pride Boxers and less confident Boxers have turned bloody more than once.

## **Homelands and Culture**

Chemical releases (which nobody believes were accidental) in the American Southwest have led to the birth of hundreds, if not thousands of Boxer children on First Nations Coalition land. American Indian Boxers are extremely common, and among the mightiest warriors serving the First Nations.

## **As Soldiers**

Boxers have the strength to handle squad assault weapons with the same ease that other species could handle a revolver. As soldiers, are hard charging and direct, favoring

offense over stealth or defense. Whether they're heavy weapons experts or unarmed combat specialists, Boxers will always be where the fighting is heaviest. Most Boxers are comfortable nowhere save the heat of battle- outside of combat, they're sullen and silent, uncomfortable around smaller, weaker humans and often ashamed of their highly visible mutations....but in battle all their liabilities become the gifts they were designed to be.

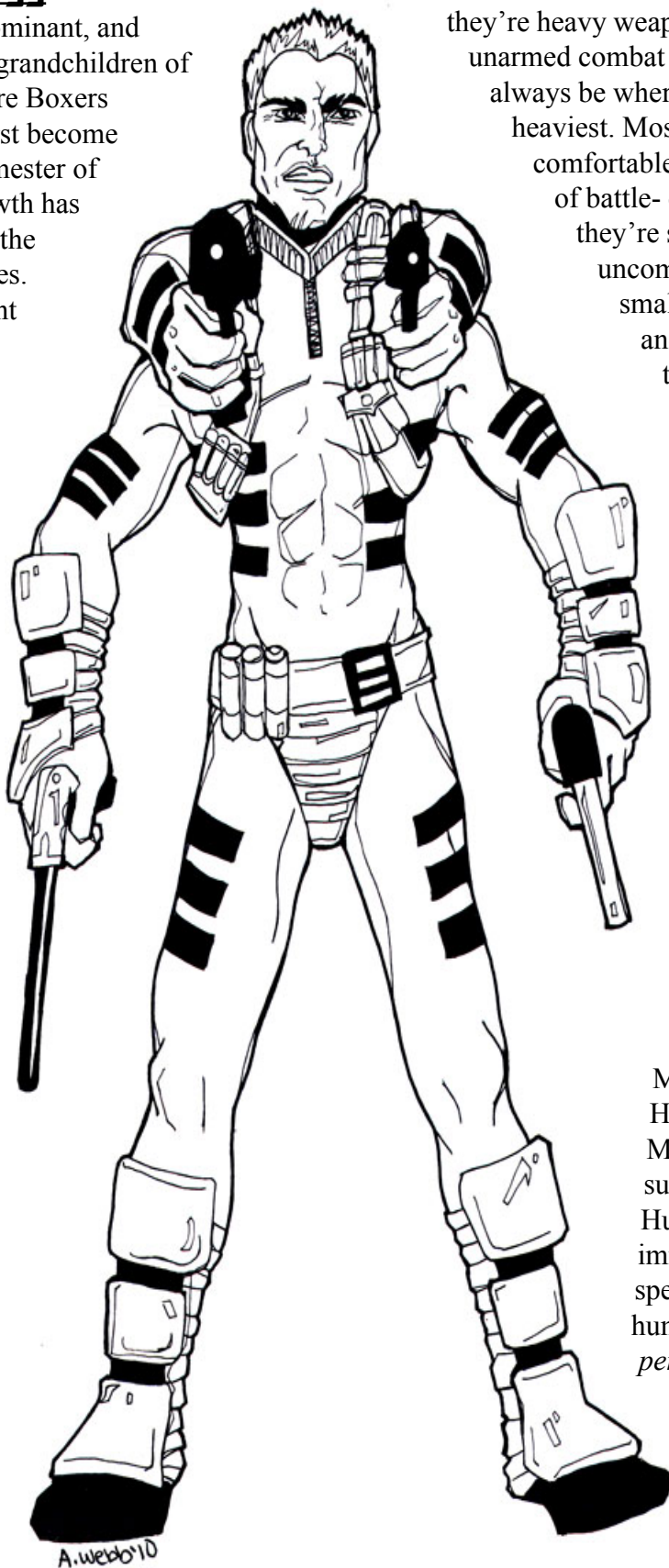
## **BOXER RACIAL TRAITS**

All Boxer have the following racial traits.

### **Size and Type**

Boxers are Medium Monstrous Humanoids with the Mutant and Patriot subtypes. As Monstrous Humanoids, they are immune to effects that specifically target humanoids, such as *charm person*.

As Medium creatures, Boxers have no special bonuses or penalties based upon their size.





### **Normal Speed (EX)**

Boxers have a base landspeed of 30 ft.

### **Climb Speed (EX)**

Boxers have a climb speed of 20 ft, and receive a +4 racial bonus on Climb checks.

### **Ability Score Modifiers**

+4 STR, +2 CON, -2 INT, -2 WIS.

Boxers are prodigiously strong, and incredibly healthy and durable. However, the neural disorders common to all Boxers mean they are easily distracted, with notoriously poor eyesight, and they are prone to distracting migraines and poor recall.

### **Lowlight Vision (EX)**

Boxers possess *lowlight vision*.

### **Four Armed (EX)**

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

All Boxers receive Multiweapon Fighting as a racial bonus feat. The Boxer's multiple limbs provide them with a +4 racial bonus on Combat Maneuver checks made to grapple or disarm.

## **ALTERNATE BOXER** **RACIAL TRAITS**

The Boxer genome is fairly stable and not prone to mutation- one four-armed warrior works much the same as any other four-armed warrior, but there are the occasional exceptions.

### **Asymmetric Anatomy (EX)**

**Replaces:** Climb Speed

The Boxer's limbs are arranged in such an odd configuration that he can respond to assaults all around as easily as other Boxers handle frontal confrontations. The Boxer can not be flanked and does not suffer a penalty for engaging in melee combat while prone.

### **Hulking Limbs (EX)**

**Replaces:** Climb Speed

The Boxer's uppermost limbs are extremely powerful, two or three times more muscular and powerful than his pectoral limbs. These ape-like limbs are elongated and dangerously powerful.

The Boxer's upper arms are considered to have a +2 enhancement bonus to their STR score. Melee attacks with the two upper limbs receive an additional +1 to hit and +1 to damage, as do STR-based skill checks made primarily with the upper arms.

### **Powerful Build (EX)**

**Modifies:** Four Armed

The Boxer is incredibly strong for his size. The Boxer is considered one size category larger (size: Large) and gains the *Powerful Build* racial trait. The powerful build alternate trait removes the racial bonus on Combat Maneuver checks to grapple or disarm.

## **BOX OFFICE SLAVES** **Medium Humanoid [Human, Psionic]**

Box Office Slaves are the specially bred and conditioned humanity of a parallel world, where media mega-corps control every single aspect of existence, and the entirety of Earth's culture is a single, ultra-violent reality TV arena.

On their native parallel Earth, the Roman Empire never collapsed, and the *ludi* (gladiatorial schools) which provided fighters for the great games evolved and matured into planetary mega-corps. In the *Box Office Earth's* alternate present, the *ludi* have grown to dominate a high-tech, relentlessly materialistic and crushingly over-populated planet. *Ludi* compete fiercely among themselves for rating and market share, filming sadistic gladiatorial combats which consume celebrity-slaves by the millions. On this world, television is life, and to be a winner means survival for another day.

### **Appearance**

Box Office slaves resemble the ordinary humans of the Psi-Watch Earth, but often have a few physiological oddities that set them apart from Earthers. Most Box Office Slaves are a racial mix atypical on our Earth, possessing olive skin, gleaming

golden hair, worn long and piercing eyes that are either as black as night or as blue as the midday sky. The race has been bred and genetically engineered, over the course of centuries, by the *ludi*. Box Office Slaves are lean, graceful athletes—perfect physical specimens with the kind of small firm breasts and taut abs that drive noble-born viewers wild.

Box Office Slaves favor light armor and exotic hand weapons. They trust their mobility more than they do heavy armor or *bucksteel*, and have been psychologically conditioned to view guns as a cowardly, unspectacular weapon. Box Office Slaves are flashy, showy combatants, who prefer to go for ‘big box office’ and drag out fights as long as possible to build drama. When they kill, Box Office Slaves go for arterial strikes, instinctively turning their camera eyes to catch the spray of blood from the most artistic angle.

### **Reproduction and Biology**

Box Office Slaves reproduce like humans, but while their physiology is identical, their sexual mores are very different. The race has no taboo against voyeurism, nor against public sex, and most tend to be exhibitionistic and sexually forward.

Virtually all Box Office Slaves, of both gender, are bisexual, but no Box Office Slave will ever take a lover that isn’t physically perfect. Box Office Slaves stranded on our Psi-Watch’s Earth must struggle to contain their revulsion for the relatively unattractive, unmodified breed of humanity native here.

Similarly, Box Office Slaves are uncomfortable, and often phobic of the elderly. Box Office Slaves tend to die young, in the slave arena. In his home dimension, a Box Office Slave that lives to be thirty is likely to be euthanized rather than allow his prowess to wane. Box Office Slaves have the same lifespan as an unmodified human, however, though they reach sexual maturity several years sooner and have a truncated childhood.

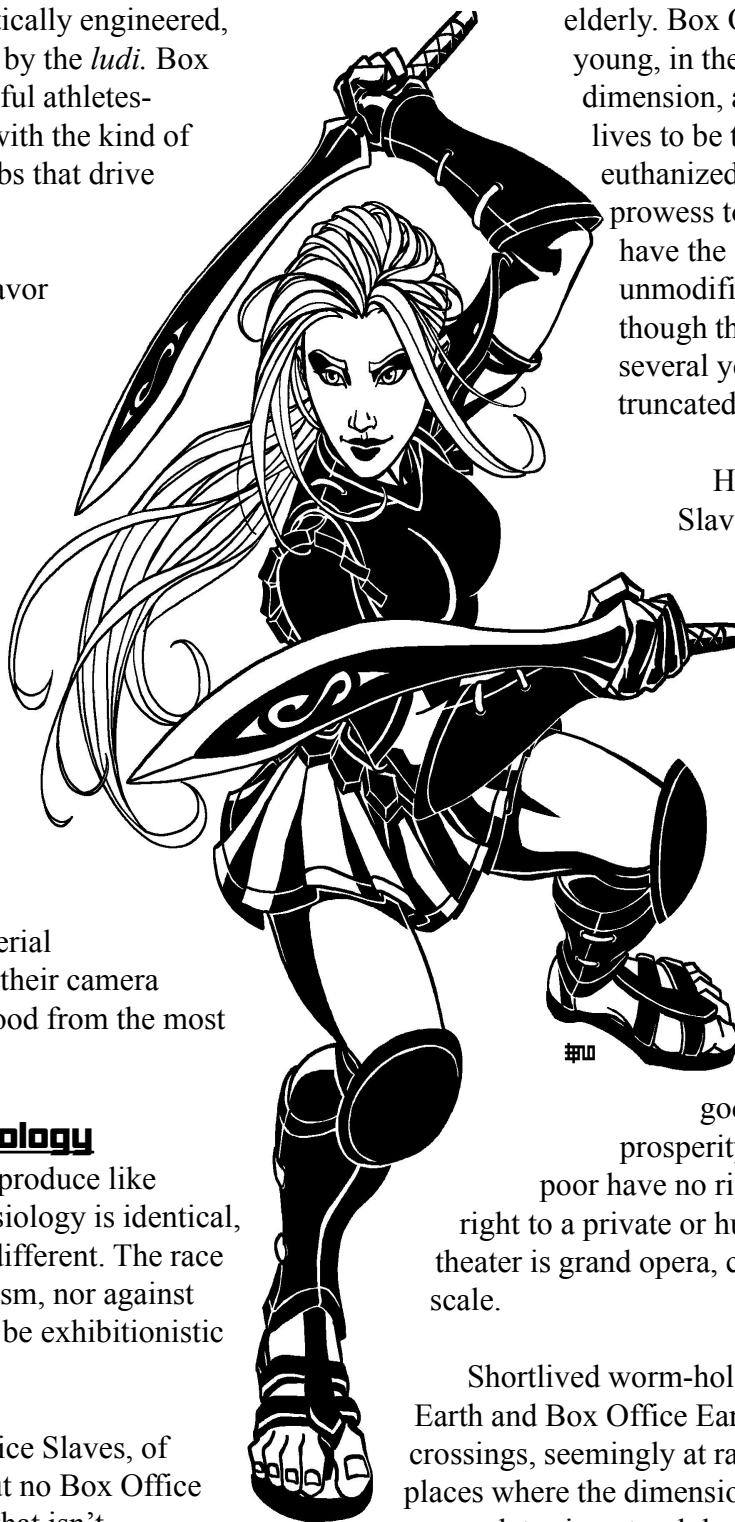
Humans and Box Office Slaves are interfertile. Such hybrid children are usually humans, albeit with the Naturally Psionic and Psionic Aptitude racial traits.

### **Homelands and Culture**

Box Office Earth is violent, fiercely competitive and stratified. The wealthy are living gods, blessed by Jove with prosperity and wisdom, and the poor have no rights at all, least of all the right to a private or human execution. Snuff theater is grand opera, celebrated on a planetary scale.

Shortlived worm-holes between the Psi-Watch Earth and Box Office Earth allow occasional crossings, seemingly at random, and often near places where the dimension-warping Yahn crystal accumulates in natural deposits. Usually, these wormholes remain open long enough for a Box Office Slave to escape through the portal, a half step ahead of their pursuers, but sometimes Earth-born humans are lost through the reality rift.

Even stranded in the Psi-Watch reality, Box Office Slaves are not completely cut off from their





home dimension. Nano-cams injected into their golden eyes transmit a constant live feed of everything they see and experience back to production offices in their homeworld. Occasionally, this streaming video is used to track a particularly noteworthy run-away, but more often, former owners package vids of their escaped slaves' current other-dimensional exploits and sell them at a profit as a new kind of reality entertainment. Vid shot on Psi-Watch Earth sells better than even the bloodiest arena shoot-fights, and many ludi subtly 'encourage' their Box Office Slaves to run away, leaving open obvious escape routes and data on conveniently available wormholes.

### **As Soldiers**

On Earth, Box Office Slaves go to ground, wary of attracting the attention of bounty hunters from their own timeline, but still craving the adrenaline rush and acclaim of the crowd. They'll often work for any faction that meets their asking price, and conduct their business with a true mercenary's dispassion but a showman's natural flair. Puzzle Ops doesn't trust the parallel humans, seeing them as too unpredictable, and too theatrical for covert operations. The celebrity superheroes of Psi-Watch, by contrast, welcome Box Office Slave refugees into their ranks, and take full advantage of their skills.

### **Languages**

Box Office Slaves speak a modernized dialect of Latin and something passable as modern English. Box Office Slaves with high INT scores may choose any Earth language, or Celestial, Draconic or Sylvan as bonus languages.

### **Names**

Box Office Slaves have trademarked, copyrighted and legally binding names assigned to them by the head trainer of their ludi shortly after puberty. These names are theatrical and superheroic, often referencing combat, weapons or physical prowess or beauty. There is no real difference in male and female naming.

Example Names: Argentstar, Goldtalon, Luckdancer, Scattershot, Shattersun

## **BOX OFFICE SLAVE** **RACIAL TRAITS**

All Box Office Slaves have the following racial traits.

### **Size and Type**

Box Office Slaves are Medium Humanoids with the Human and Psionic subtypes. As Medium creatures, Box Office Slaves have no special bonuses or penalties based upon their size.

### **Fast Speed (EX)**

Box Office Slaves have a base landspeed of 40 ft.

### **Ability Score Modifiers**

+2 DEX, -2 INT, +2 CHA

Box Office Slaves are beautiful and athletic, with a dancer's grace and a fencer's precision, but they are action oriented and have little interest in academic pursuits.

### **Human Blood (EX)**

Box Office Slaves count as human for all effects related to race.

### **Celebrity Obsession (EX)**

Box Office Slaves receive a +4 racial bonus on Knowledge (popular culture) checks, and this skill is always a class skill for a Box Office Slave.

However, Box Office Slaves have little interest in formal education. Media Slaves consider all other Knowledge skills to be cross-class skills.

### **Illiterate (EX)**

Box Office Slaves are not taught to read or write anything more complex than their own autograph, and they are conditioned to practically worship TV as a god. A Box Office Slave must spend two skill ranks to learn to read any languages he can speak.

### **Lowlight Vision (EX)**

Box Office Slaves receive *lowlight vision*.

### **Naturally Psionic (EX)**

Box Office Slaves gain the Wild talent feat as a bonus feat at 1<sup>st</sup> level. If the Box Office Slave takes levels in a psionic class, he instead gains the Psionic Talent feat.

### **Psionic Aptitude (EX)**

Whenever the Box Office Slave takes a level in a psionic class, he can choose to gain an additional power point instead of a hit point or skill point.

### **Stunt Training (EX)**

Box Office Slaves are trained from birth in acrobatics, acting and drama, and are conditioned to be natural actors. Box Office Slaves receive a +2 racial bonus on Acrobatics and one Perform skill from the following list (either bloodsports, comedy, dance, oratory or sing).

### **Television Warrior (EX)**

Box Office Slaves grow up in a parallel reality ruled by predatory, media mega-corps. Every aspect of brutal life and death on *Box Office Earth* was focused around lethal gladiator games broadcast live as reality show snuff films. Somehow you escaped, to a world where the media is a tame housecat, not a rabid lion that devours young lives by the million.

The Box Office Slave fights at his best when fighting on live TV, making him a poor fit for stealth operations. If the Box Office Slave knows his actions are being filmed or recorded or broadcast electronically, he may expend his psionic focus on his turn as a free action. Doing so allows the Box Office Slave to make a Combat Maneuver of choice as a move-equivalent action with a competence bonus equal to his CHA modifier.

### **Weapons Proficiency (EX)**

Box Office Slaves are proficient with all Simple and Martial weapons, but not with any form of armor or with firearms or energy weapons.

## **ALTERNATE BOX OFFICE** **SLAVE RACIAL TRAITS**

Box Office Slaves are bred like rare orchids, with the rival mega-corps bringing new bloodlines to the market with the pomp and circumstance of automotive giants introducing the 2015 Ferrari.

### **Blade Channel (PS)**

**Replaces:** Television Warrior

The Box Office Slave may channel his psychic fury through his blade. When wielding any melee weapon capable of dealing either slashing or piercing damage, the Television Warrior may expend his psionic focus to generate a psychic blast as a ranged attack with a 100 ft maximum range. This psychic blast inflicts damage equal to the weapon's base damage, but is considered Force damage. STR modifiers do not apply bonus damage to attacks made using Blade Channel.

### **Freedom Fighter (EX)**

**Replaces:** Stunt Training

This particular Box Office Slave is 'defective', somehow to able to break his mental programming and desire true freedom. Even if this Box Office Slave escapes to Psi-Watch's Earth, he still dreams of one day overthrowing the entertainment mega-corps and liberating Box Office Earth.

The Box Office Slaves gains Iron Will as a racial bonus feat.

### **Psi-Athlete (PS)**

**Replaces:** Either Stunt Training or Television Warrior (see text)

The Box Office Slave has cutting edge neural enhancements that allow him to manifest an impressive psychic power!

Choose one of the following powers from the Psychic Warrior class list: *Bite of the Wolf*, *Claws of the Beast*, *Dazzling Swordplay*, *Skate*, *Stomp*

The Box Office Warrior can manifest this power as a psi-like ability, with a manifester level equal to his total character level. If this ability replaces Stunt Training, the chosen ability is usable once per



day; if replacing, Television Warrior, the ability is usable three times per day.

### **Showstopping Strike (EX)**

**Replaces:** Stunt Training

Box Office Slaves are trained from an early age to prolong a fight to up the ratings. When choosing to inflict subdual damage, the Media Slave may attempt a DC 15 Perform (bloodsports or dance) check. If the check is successful, the Box Office Slave inflicts additional subdual damage equal to the amount he beat the check by. This ability is usable once per round.

### **Signature Weapon (EX)**

**Replaces:** Weapons Proficiency

Rather than a general mastery of all weapons, the Box Office Slave has specialized in the wielding of one, unique weapon. The Box Office Slave gains Exotic Weapons Proficiency with one melee weapon of choice as a racial bonus feat.

## **CHALLENGERS**

### **Medium Humanoids [Human, Psionic]**

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

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



### **Appearance**

Challengers are physically indistinguishable from normal humans, which is part of what makes them so valuable as psionic operatives. Even dissection and exploratory surgery won't reveal a Challenger as such, in most cases DNA testing is the

only way to differentiate between the two sub-species of humanity.

## **Reproduction and Biology**

The Challenger genome is deeply recessive. Even the children of two Challenger parents might be ordinary human rather than Challenger. Less charitable Challengers have a term for these non-psionic children: “nulls” or “flatscans”.

## **Homelands and Culture**

Spontaneous Challenger births are mostly restricted to the American South and East Coast regions. However, the psionic chemicals that create new Challengers can be ingested by pregnant human females elsewhere in the world, either knowingly or unwittingly, and produce Challenger births to order.

## **As Soldiers**

Challengers grow up normal, or slightly above normal, instinctively using their metahuman gifts. Most go unrecognized, an untapped resource sought by Psi-Watch and other agencies. Others are recruited, trained and recognized for the elite post-humans they really are. Challengers are a relatively new human subspecies, the products of an isolated incident. Even Psi-Watch is unsure how many Challengers were born, nor how many have reached their true psychic potential. Challengers are psionic bloodhounds without equal.

# **CHALLENGER**

## **RACIAL TRAITS**

All Challengers have the following racial traits.

### **Size and Type**

Challengers are Medium Humanoids with the Human and Psionic subtypes. As Medium creatures, Challengers have no special bonuses or penalties based upon their size.

### **Ability Score Modifiers**

Either +2 WIS or +2 CHA

Challengers are blessed with psionic gifts under their subconscious control. Depending on their individual psychology, these Psions might seem superhumanly charismatic- a natural leader or born seductress, or possess legendary willpower and gifts of perception.

### **Normal Speed (EX)**

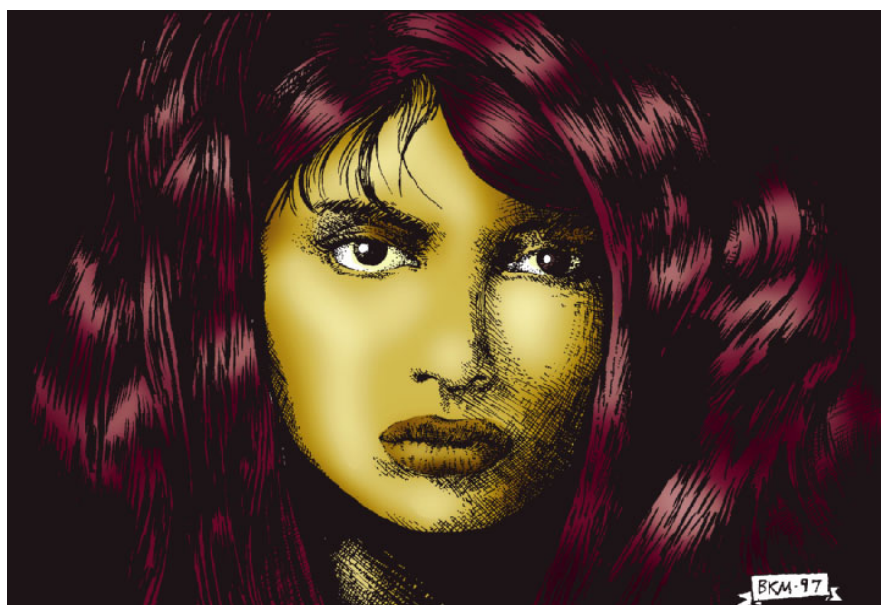
Challengers have a base landspeed of 30 ft.

### **Enhanced Senses (EX)**

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

### **Racial Skills (EX)**

Challengers receive a +2 racial bonus on any two of the following skills, chosen during character



creation. Once the Challenger's racial skills are selected, they cannot be changed. The chosen skills reflect how the Challenger's interests and natural talents have shaped their unconscious psionic gifts. This bonus increases to +3 if the Challenger has at least 10 or more ranks in that skill.

*Computer Use, Craft (any), Disable Device, Handle Animal, Perception, Sense Motive, Survival, Use Magic Device*

### **Human Blood (EX)**

Challengers count as humans for all effects related to race.



### **Naturally Psionic (EX)**

Challengers gain the Wild talent feat as a bonus feat at 1<sup>st</sup> level. If the Challenger takes levels in a psionic class, she instead gains the Psionic Talent feat.

### **Psi-Guess (SU)**

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

When the Challenger comes within 30 ft of any creature with a psionic reserve or the ability to manifest psi-like abilities, the Challenger immediately recognizes that creature as a fellow psion. The Challenger perceives a colorful flickering aura around the creature, which is a visual representation of the creature's enhanced neural activity.

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

By succeeding at a WIS check (DC 10 + the target's CHA modifier), the Challenger can determine the subject's total power point reserve and the highest level of psionic ability the creature can manifest.

### **Psionic Aptitude (EX)**

Whenever the Challenger takes a level in a psionic class, she can choose to gain an additional power point instead of a hit point or skill point.

### **Psychic Reflexes (SU)**

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

## **CHALLENGER ALTERNATE** **RACIAL TRAITS**

Challengers can manifest a wide assortment of psionic gifts that give them a unique insight on the world around them. Some Challengers manifest the following abilities rather than the psychic talents typical of their race.

### **Activator (Ps)**

**Replaces:** Psi-Guess

Rather than sensing the presence of existing psions, your post-human gifts allow you to awaken latent psions to their true potential.

Once per day, you may spend an action point or hero point and touch a willing humanoid, monstrous humanoid or dragon with INT and WIS scores of at least 10. The surge of energy renders the touched creature *sickened* for 3d6 hours (DC 15 FORT half duration); when this period of sickness ends, the creature gains the Naturally Psionic and Psionic Aptitude racial traits as new racial qualities.

The Activator is considered *fatigued* for an hour after using this ability.

### **Nega-Psi (SU)**

**Replaces:** Psi-Guess

**Requires:** WIS 13+

Your psionic powers don't let you identify other Psions, instead defending you from psi-tampering from Psions known and unknown. You receive a +2 racial bonus on saving throws against psionic and psi-like abilities.

### **Natural Linguist (EX)**

**Replaces:** Psychic Reflexes

You have a natural gift for languages, and may choose two languages every time you place a rank in the Linguistics skill.

### **Psionic Linguist (SU)**

**Replaces:** Psi-Guess

The Challenger can speak and understand any language. The Challenger gains the *Truespeech* racial quality.

### **Psi-Sight (SP)**

**Replaces:** Psi-Guess, Psychic Reflexes

The Challenger's psychic gifts are routed through their visual cortex. Rather than aura impressions or tingling in their nerves, the Challenger can clearly see multiple layers of reality simultaneously. The Challenger gains *true seeing* as a constant spell-like ability.

# **CITYBORN**

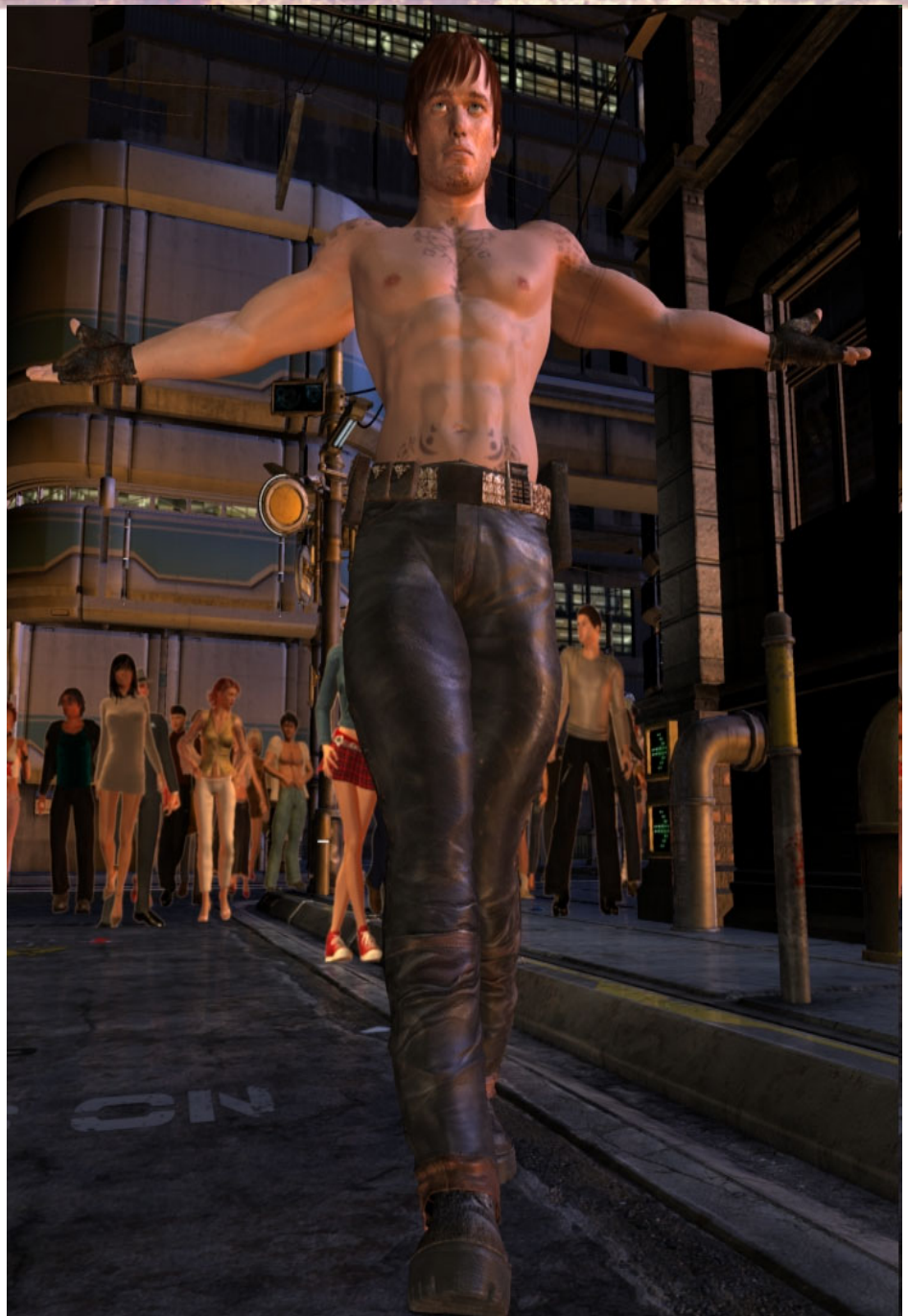
## **Medium Humanoid [Cityborn, Psionic]**

*"My prime cover's an architectural futurist from Vancouver. It's more than a simple cover, though. I know the talk, know the current, know the math. I know it better than I know my Colt. I've raised three skyscrapers in Otemachi, buried a geothermal tap in Iceland, and last week I helped Doctors Without Borders hook up a desalination plant on the Somali coast. And right now, I'm going out the door to toetag a cell of Bleeding Ghost genescrapers that's infested the Castro. Two sides of my life and they both serve The City. I love my job."*

*- Personal datastacks: Ariel  
Atlanta, Puzzle Ops executive cadre.  
January 9, 2014*

The Cityborn are a variant strain of humanity, a natural mutagenic response to an increasingly mechanized and urbanized planet. The first Cityborn mutates emerged during the late 1950s, oddities that quickly became an accepted, if disturbing part of life in mega-cities like London and Tokyo. Over the years, Cityborn births have occurred around the globe, with a massive concentration of these strange mutants emerging in overcrowded, heavily polluted India.

These Cityborn children are the first citizens of a coming Earth where there is nothing but city, where industrialization and urban sprawl have claimed every corner of the globe. When Cityborn sleep, they dream of a fully mechanized planet, a chrome, glass and steel construct sheathing Earth. Among themselves, the post-humans refer it to simply as The City, and none of the cities of the modern, disconnected Earth can match the efficient majesty of The City itself. Cityborn consider themselves both harbingers and engineers of The City- their actions bring The City out of the blue prints encoded in their genes and into the present.



## **Appearance**

Cityborn can easily pass as ordinary humans, especially humans of East Asian descent, where the species is most common and numerous. A Cityborn's appearance is closely tied to the city around them. A Cityborn residing in a thriving, prosperous city seems vibrant, healthy, confident and attractive. Meanwhile, a Cityborn existing in city undergoing some kind of misfortune- war, oppression, crushing poverty or a natural disaster will look sickly and disheveled like an old junkie on a bad bender.



Cityborn conceal an ever-shifting, ever-changing canvas of sigils and enigmatic tattoos beneath their clothes. These seemingly random markings consist of odd phrases, incomplete memes, blurred or pixilated images that provide a glimpse of the City and its future. Major world events, or major events concerning a city that the Cityborn has an especially intense connection to hinted at by these decorations. The larger and more centrally located on the body, the more important the event foretold. Wars, terrorist attacks, world-changing new technologies, natural or manmade disasters and other global crisis all appear on the Cityborn's skin, often weeks before the fact.

Trying to decipher the enigmas etched on their skin occupies much of a Cityborn's free time. Trying to get that half an hour edge, that day of warning before a tragedy.... For Cityborn, failing to decipher the future's garbled headline blurbs is the greatest sin of all, and the one action that might ultimately destroy The City before it is built.

## **Reproduction and Biology**

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

Even the most skilled para-physicians can rarely perform more than basic first aid to assist a wounded Cityborn, and even baseline care sometimes fails, for reasons no one can properly articulate. When Cityborn die, they rapidly decay, their flesh putrefying completely within minutes, revealing a skeleton of twisted rebar and knotted electrical cords, a found object statue where a person used to be.....

Cityborn do not breed- most cannot, at least not without risking their lover's death. Cityborn are themselves incapable of reproduction, and sexual compatibility with baseline humans is simply not possible. The same mutations that empower them often twist a Cityborn's genitals into aberrations of black steel, rebar, tarmac and fiber-optics, a found

sculpture in the shape (roughly) of a human penis or vagina. Cityborn can and do feel affection for humans, and even begin relationships, but for most, sexual contact is too dangerous, and too revolting, to contemplate.

## **Homelands and Culture**

Unable to bear children of their own, Cityborn are spontaneously generated by the world's expanding urban infrastructure. To use a common analogy among the post-humans, The City is like a gestating fetus, created from the gametes of the modern cityscape, and the Cityborn are its protective antibodies. While the 'antibodies' themselves are sterile, they are vital to both the propagation of their race and of The City itself.

Cityborn are created by the world's cities itself. They gestate in a nest of concrete and redirected water mains, an artificial womb powered by stolen electrical cabling. Phone jacks and old internet cables educate the Cityborn as he or she grows, wired directly into the developing skull. A city may remain gravid with a Cityborn protector for years, even decades, only birthing the Cityborn before some imminent catastrophe or crisis point. Cityborn wombs are found in out of the way corners, forgotten subway interchanges and obscure sewer access mains, buried beneath a protective layer of garbage and detritus. Cityborn emerge from their urban wombs fully grown, with an apparent age somewhere in their 20s or 30s, and as much worldly knowledge as would be expected of a person their age.

## **As Soldiers**

Cityborn mutates have found their ways into the world's intelligence community and criminal underworlds, blending their natural gift for stealth and survival with an unmatched knowledge of the cities they are genetically bonded to.

Psi-Watch has recruited hundreds of Cityborn mutates as urban operatives, and after the MPH, Cityborn make the up the largest percentage of Psi-Watch meta-humans. Puzzle Ops and other intelligence services have also seen the value in these urban hunters. Cityborn operatives can be found at almost every Puzzle Ops station house or field office around the globe. By fighting global superhuman

terror, Cityborn agents ensure the smooth construction of The City, ensuring that when a Cityborn fights, it is with unrelenting passion.

## CITYBORN RACIAL TRAITS

All Cityborn have the following racial traits.

### Size and Type

Cityborn are Medium Humanoids with the Psionic subtype. As Medium creatures, Cityborn have no special bonuses or penalties based upon their size.

### Normal Speed / Fast Speed (EX)

Cityborn have a base landspeed of 30 ft.

However, in urban areas with a population of at least 500,000, the Cityborn's base landspeed increases to 40 ft.

### Ability Score Modifiers

**+2 to any ability score.**

Like baseline humans, Cityborn may add +2 to any ability score of choice at character creation. Cityborns are a highly adaptable, versatile and unpredictable species.

### Enhanced Senses (EX)

The Cityborn receives *low light vision*.

Additionally, when in any urban area with a population of at least 1 million the Cityborn gains the *scent* special quality.

### Racial Skills (EX)

The Cityborn are optimized for urban life. Cityborn characters receives a +4 racial bonus on Craft (structural), Drive, Diplomacy checks made to gather information and Knowledge (local) checks, but only if the Cityborn makes the check in an urban area with a population of at least 500,000. The Cityborn receives no skill bonuses in smaller cities or rural land.

### Blessing of the City (SU)

The City watches and protects her favorite children, the Cityborn. As long as the Cityborn is in a

major urban center with a population of at least one million, anytime she rolls an action dice, the Cityborn rolls one additional action dice and may take the better result.

### Exotic Anatomy (EX)

A Cityborn's internal structures are dramatically different than an ordinary humans', and utterly unlike most alien races. Non-Cityborn physicians attempting to use the Heal skill to aid a Cityborn suffer a -4 penalty unless they possess the Xeno-Medic feat.

### Naturally Psionic (EX)

Cityborn gain the Wild talent feat as a bonus feat at 1<sup>st</sup> level. If the Cityborn takes levels in a psionic class, she instead gains the Psionic Talent feat.

### Psionic Aptitude (EX)

Whenever the Cityborn takes a level in a psionic class, she can choose to gain an additional power point instead of a hit point or skill point.

### Urban Lifebond (EX)

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

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

### Urban Metabolism (EX)

The City's smog shrouded air heals and nourishes the Cityborn. As long as the Cityborn

remains in a major urban center with a population of at least five million, he does not need food

Urban Population	What Abilities Become Active
Less than 500,000	Urban Lifebond begins damaging the character
500,000+	+10 ft base land speed; racial skill bonuses; Urban Lifebond damage ceases
1,000,000+	Gains <i>scent</i> ; Blessing of the City Activates
5,000,000+	Becomes immune to starvation, thirst, poisons





## **ALTERNATE CITYBORN** **RACIAL TRAITS**

Cityborn often manifest unique powers, indigenous one of Earth's alpha cities. Cityborn are justly proud of their unique gifts.... and of the great city that birthed them.

### **The Atlas Protocol**

Puzzle-Ops makes it a point to unearth, catalogue and prematurely decant gestating Cityborn, under its Atlas Protocol. One of the many initiatives of Chuck Wisenfeld's tenure as director, the Atlas Protocol began systematically mapping Cityborn breeding in late 1989. To date, the **Atlas Protocol** has uncovered more about the Cityborn lifecycle than any other organization to date, and recruited dozens of powerful new Cityborn for Puzzle Ops.

When removed from their urban wombs early, Cityborn take on an adolescent configuration, and lack some of the indomitable will and fanatical purpose that adults of the race are known for. However, they lack none of the race's raw power, nor its connection to the world's cities, making them ideal, easily indoctrinated operatives.

### **Atlas Protocol Cityborn (EX)**

**Modifies:** Ability Score Modifiers, Racial Skills

Alpha Protocol begin play in the young adult age category and appear as roughly high-school age. They may not apply their floating racial ability score modifier to either their WIS or CHA scores.

Alpha Protocol Cityborn receive a +1 cumulative racial bonus on Stealth checks while in urban areas per 500,000 inhabitants (maximum +5 bonus). When within an urban area with a population of at least 5 million, the Alpha Protocol Cityborn receives a +1 luck bonus to Armor Class; this increases to +2 at 10<sup>th</sup> level.

or water to survive, and he becomes immune to all toxins and poisons.

### **Population Benchmarks**

Many of the Cityborn's racial traits are keyed to the size of the city they are adventuring in. The chart on Page 22 summarizes what abilities become active at what population benchmark.

### **Post-Human Parkour (EX)**

**Replaces:** Naturally Psionic and Psionic Aptitude

**Modifies:** Ability Score Modifiers

The Cityborn is one of the most agile predators in the urban eco-system. Lacking the psionic gifts of his species, Cityborn who develop this power set make due with sheer physicality. The palms of the Cityborn's hands, and the soles of his feet, are toughened and bio-mechanical, with the traction gripping design of a Goodyear radial.

The Cityborn must place his floating ability score modifier into DEX.

The Cityborn gains a Climb speed equal to his base land speed (30 ft normally, 40 ft in urban areas with a population of at least 500,000).

Cityborn with this racial trait do not gain the Psionic subtype.

### **Racial Flux (EX)**

**Replaces:** Blessing of the City

Your facial features flow like wax, gradually changing to reflect the demographics of the city you inhabit. As a result, when you are in a city with a population of at least 500,000, you never suffer a penalty on Disguise checks for disguising yourself as a member of a different race, gender species, so long as the species you are imitating is basically humanoid and Medium sized.

### **Urban Chameleon (Ps)**

**Replaces:** Blessing of the City

When in an urban area with a population of at least 500,000, you gain the ability to use *Chameleon* as a psi-like ability. You may use this ability once per day in a city with a population of 500,000, and an additional time per each million inhabitants, to a maximum of three times per day in an urban area with a population of 2.5 million or greater.

### **Urban Druid (SU)**

**Replaces:** Blessing of the City

**Requires:** ability to cast 1<sup>st</sup> level spells

You realize that the mechanical and biological ecosystems of cities are united in symbiotic purpose, and that the rats, pigeons, feral cats and other urban scavengers are as much a part of The City as you are.

When using any Summon (Monster, Nature's Ally, ect) spell within the confines of a city, you add 5 rounds to the spell's duration if the creatures summoned are native to an urban environment.

### **Urban Manifester (SU)**

**Replaces:** Blessing of the City

**Requires:** psionic power point reserve

The intoxicating energy of major cities supercharges your advanced, post-human neurology. As long as you are in an urban area with a population of at least one million, your manifest level, and thus the amount of power points you can expend on a single power, increases by one. In an urban area with a population of at least five million, your manifest level increases by two.

## **THE CULTUREBORN**

### **Medium Humanoid [Human, Lawful, Psionic]**

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

Though new to this galaxy, the Culture has already made impressive territorial gains: no native force has been able to stand against their relentless march forward. Their first incursions into Earth space occurred before the dawn of written history, though ordinary *homo sapiens* are unaware of the fact. The Culture has begun the long, slow dance of assimilation. From secret bases throughout the Terran Solar System, the Culture subtly manipulates human society, with the same care and expertise a gardener would prune a bonsai tree.

The Culture has been embroiled in a genocidal struggle with the Bleeding Ghosts for ten thousand generations, after a failed colonization mission deep inside the ruin zone of the Galactic Scar. Some of the Culture living on Earth are low caste involuntary



exiles, the survivors of crashed starships fallen in battle against the Bleeding Ghosts. Other Culture settlers are on planet by choice, performing inscrutable missions on a centuries-long timeline.

## **Appearance**

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

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

## **Reproduction and Biology**

The highest castes of the Culture control the breeding, and thus, the evolution of their race, and have carefully shaped the Cultureborn genome over uncounted millennia. Grand, arranged marriages between

different castes, guilds and noble houses are common, though romances and affairs are both tolerated and expected, so long as they do not produce unsanctioned offspring.

The Culture mastery of biotech is unquestioned, and most Cultureborn come to term in bio-organic womb tanks that custom cut their genome to meet the needs of society as a whole. Most Cultureborn children are raised by specially bred tutors, extremely intelligent scholar-warriors from less prestigious families with a long alliance with their own bloodline.

Cultureborn are practically immortal, thanks to the species' excellent medical technology and augmented by their superhumanly efficient physiology. The oldest Cultureborn were alive during the race's first contact with Earth, and these ancient, dangerously intelligent aristocrats are today carrying out plans they set into motion long before the mud-brick walls around Sumer were raised.

Humans are interfertile with Cultureborn. The Cultureborn genome is dominant, and the first two or three hybrid



generations are fully Cultureborn themselves, before their designer mutations degrade into an exceptionally gifted human lineage with a genetic predisposition towards psionics.

## **Homelands and Culture**

The Culture are an essentially expansionistic, nomadic race. They have colonized half the galaxy, and have established thriving colonies, billions strong on uncounted worlds. Across the three galaxies that are their domain, the Culture have a population in the quadrillions, linked together by a FTL communications network and system of government that can best be described as *Zen fascism*.

The Culture are known for mega-structures- Dyson Spheres, goliath ring worlds, system defense fields capable of protecting, or cloaking, entire solar systems. The best known aspect of Culture technology are their enormous, vaguely piscine worldships: FTL starship arcs that look vaguely like hammerhead sharks made of chrome and green glass. These vessels are more than 50 miles long, at a minimum, and have an internal volume greater than that of the entire Eurasian continent. Capable of crossing galaxies, or swimming between dimensions, these worldships are both homeworld and troop carrier for up to two billion Cultureborn colonists and soldiers.

The Culture is active on Earth, subtly manipulating world events to shape humanity in ways that will be useful to the Culture, ten millennia or more, down the line. Some of the most influential and reclusive figures in human history have ties to the Culture. Their agents have founded and disproved religions, steered the conquest of nations, brokered peaces and forced the development of human technology in new directions.

## **As Soldiers**

Members of the Culture rarely work openly with human factions, as they consider human politics as far beneath them as the power struggles within a pride of lions. However, Culture infiltrators, spies and catspaws have wormed their way into most of Earth's great powers, both covert and openly known, from double agents within the US State Department to well compensated traitors within Puzzle Ops kill-squads.

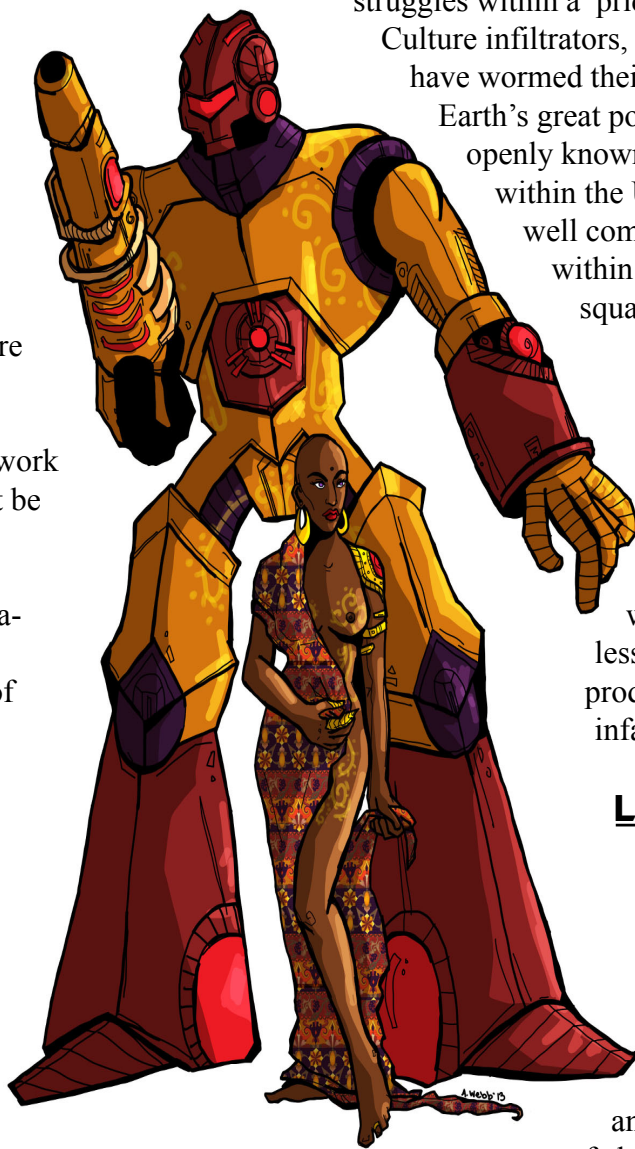
The Culture is militaristic, with the noble houses producing great generals, swordsmen, and warrior mentats, and lesser bloodlines producing competent infantry and pilots.

## **Languages**

All Cultureborn characters operating within Earth's Solar System are proficient in Celestial (the official language of their vast imperium) and two Earth languages of choice. Cultureborn with high INT scores may choose any language as a bonus language.

## **Names**

The Culture places great emphasis on parentage and heritage. Cultureborn names are a lengthy collection of titles, honorifics and patronymics.





# **CULTUREBORN**

## **RACIAL TRAITS**

All Cultureborn have the following racial traits.

### **Size and Type**

The Cultureborn are Medium Humanoids with the Human, Lawful and Psionic subtypes. As Medium creatures, Cultureborn have no special bonuses or penalties based upon their size.

### **Normal Speed (EX)**

Cultureborn have a base landspeed of 30 ft.

### **Ability Score Modifiers**

Generations of selective breeding has made the Culture superior to humanity, but has also made it more uniform and stagnant- (or so its rivals claim). Cultureborn do not randomly roll or point-buy their ability scores.

All Cultureborn characters are built with the following elite ability score array, which they can arrange as desired.

### **Cultureborn Ability Score Array**

17, 15, 14, 14, 12, 11

### **Enforced Psionic Aptitude (EX)**

Whenever the Cultureborn takes a level in a psionic class, he gains a power point instead of a hit point or skill point. He may not choose to receive another favored class benefit; he must always select a bonus power point.

If the Cultureborn takes levels in a non-psionic class, she gains one fewer HP than normal (minimum 1 HP) per level gained.

### **Genetic Caste (SU)**

Conformity and acknowledgement of social mores drive the Culture. Select one skill that is a class skill for you at first level; this skill becomes the Cultureborn's life focus, and the character is happiest and most effective when doing that assigned task. The chosen skill is always a class skill for the Cultureborn.

The Cultureborn may expend his psionic focus when making a check with this skill to allow him to roll 4D6 rather than D20 for this skill check.

### **Genetic Perfection (EX)**

The Cultureborn genome is well-designed, with few of the inherent weakness found in the untamed wilds of *homo sapien* DNA. Cultureborn are immune to aging effects, and receive a +4 racial bonus on saving throws against death effects and energy drain, and ability score damage and drain.

### **Human Blood (EX)**

Cultureborn count as humans for all effects related to race.

### **Naturally Psionic (EX)**

Cultureborn gain the Wild talent feat as a bonus feat at 1<sup>st</sup> level. If the Cultureborn takes levels in a psionic class, he instead gains the Psionic Talent feat.

### **Legalistic (EX)**

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

### **Lowlight Vision (EX)**

Generations of selective breeding provide the Cultureborn with lowlight vision.

### **Technological Superiority (EX)**

Cultureborn are masters of technology centuries ahead of Earth's own. Cultureborn characters receive a +2 racial bonus on Computer Use checks and one Craft skill of their choosing.

# **ALTERNATE**

## **CULTUREBORN RACIAL**

### **TRAITS**

The Cultureborn are an elegant, highly evolved race that commonly engineers its members to fulfill specific duties, from frontline warfare to toiling in the bowels of one of the race's living world-ships.

#### **Cultureborn Mentat (Ps)**

**Replaces:** Naturally Psionic

The Cultureborn was bred for potent telepathic gifts. Select any one of the following powers: *empathic connection*, *mindlink*, *precognition (defensive)*, *precognition (offensive)* or *psychic tracking*. The Cultureborn may manifest the chosen ability three times per day, as a psi-like ability with a manifest level equal to his total character level.

#### **Honored Bloodline (EX)**

**Replaces:** Legalistic

The Cultureborn hails from a family of politicians and nobles, with a voice in the race's complex and fiercely competitive government. The Cultureborn receives a +2 racial bonus on Diplomacy checks and Knowledge (nobility) checks. This increases to a +4 bonus on Diplomacy checks against other Cultureborn characters without this alternate racial trait.

#### **Military Gene-Programming (EX)**

**Replaces:** Technological Superiority

The Cultureborn is from an infantry bloodline, one of the teeming billions from the species' caste of colonist-warriors. The Cultureborn is proficient with light and medium armor, as well as all simple and martial weapons, and gains Personal Firearms Proficiency as a racial bonus feat.

#### **Psi-Conditioning (EX)**

**Replaces:** Technological Superiority

The Cultureborn was trained from infancy in the mastery of the mind. The Cultureborn receives a +2 racial bonus on Autohypnosis and Knowledge (psionics) checks.

#### **Psionic Hatred (SU)**

**Replaces:** Genetic Caste

A deep loathing of the Bleeding Ghost is encoded in the Cultureborn's warrior DNA. When making a melee attack roll against a creature with the Bleeding Ghost subtype, the Cultureborn may expend his psionic focus as a free action. Doing so allows him to roll 4D6 rather than D20 for that attack roll.

#### **Sterile Physiology (EX)**

**Replaces:** Genetic Perfection

The Cultureborn's body operates with nearly 100% biological efficiency. The Cultureborn is immune to poison and non-magical disease, and cannot be perceived via the *scent* special racial trait, as their body produces few, or no, odors.

In the *Black Tokyo campaign setting*, the character receives a +4 racial bonus on saves against spells and effects with the *skatto* descriptor.

## **GRAVEROBBER**

### **Medium Undead [Patriot]**

Project: Graverobber began in the late sixties, using the remains of American soldiers killed in Vietnam and Cambodia as 'test-beds' for cybernetics experimentation and surgical re-animation trials. Within a few months, Puzzle Ops medics were able to successfully 'resurrect' a human corpse as an unfeeling and lethally efficient undead super soldier.

Remorseless, relentless and neuro-conditioned for obedience, Graverobbers emerge from their birth-coffins as ideal soldiers. Over time, Graverobbers build a new existences for themselves, but they are never able to recreate the person they were during their first life, no matter how much some Graverobbers try.

### **Appearance**

Graverobbers are zombie-like animated corpses.

The process that reanimated them regenerated their damaged and decayed tissues somewhat, but a Graverobber can't easily be mistaken for living human. The wounds that killed them are still visible on their bodies, and the Graverobber's torso is marred by a distinctive Y-shaped autopsy scar. Graverobber skin is faintly jaundiced and waxy.





Gunmetal steel cybernetics and prosthetics replace organs and limbs too badly for the surgeons to save. First-generation Graverobbers typically had their facial tissue scrapped away and replaced by featureless rubber masks and cybernetic optical systems, to farther dehumanize the resurrected soldiers, while later-gen Graverobbers are created with a more humanistic appearance.

## **Reproduction and Biology**

Graverobbers are created by a highly classified procedure that blends science and magic, which returns a fallen American soldier to life as something both more and less than human. The creatures have 'life processes' but their biology is beyond anything familiar to ordinary medicine.

As an undead, created species, Gravediggers do not reproduce, though some Gravediggers retain the ability to enjoy sex. Others, too badly damaged by their deaths, lack even this emotional release.

## **Homelands and Culture**

While other superhuman enhancement programs are semi-public, and some of America's Military Post-Humans are celebrity super-soldiers, Project: Gravedigger remains a completely black program. Reborn Graverobbers have their memories scrubbed, and are prohibited contact with the family and friends from their first lives. Puzzle Ops has used lethal force to prevent disclosure of Project: Graverobber several times over the years, and the agency considers the existence of the Graverobber artificial species one of its darkest secrets.

## **As Soldiers**

Puzzle Ops maintains a several companies worth of Gravedigger soldiers in deep cryo-stasis, for use as expendable combat troops or emergency reinforcements. These slumbering zombie-warriors are stored at the Clarke Island facility, ready to be deployed at a moment's notice.

As can be expected, cloistered in underground bunkers and deployed as weapons, the vast majority of Graverobbers have no real life outside the military. The few that go AWOL are the exceptions, and find life outside the military extremely difficult, both medically and, to a lesser degree, emotionally.

# **GRAVEROBBER**

## **RACIAL TRAITS**

All Graverobbers have the following racial traits.

### **Size and Type**

Graverobbers are Medium Undead with the Patriot subtype. As Medium creatures, Graverobbers have no special bonuses or penalties based upon their size.

### **Normal Speed (EX)**

Graverobbers have a base landspeed of 30 ft.

### **Ability Score Modifiers**

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

Graverobbers are designed to be tough, battle-ready zombie soldiers. Deep introspection and strong, well developed personalities are not desirable traits in expendable post-human infantry. As Undead, Graverobbers have no CON score.

### **Darkvision 60 ft (EX)**

Graverobbers have Darkvision with a 60 ft range.

### **Born Again (SU)**

The techno-magical cybernetics and blood-replacement fluids coursing through their veins will let the Graverobber claw himself back from the dead eventually, no matter how badly mangled his corpse is.

If slain, the Graverobber will automatically return to life within 1d4 hours with one hit point; or within 1d6 days if their body is reduced to -20 HP or fewer by the incident that destroys them. Graverobbers destroyed by positive energy effects will not return to life via their Born Again racial trait, nor can a Graverobber reduced to -100 HP or worse, or one whose body is completely disintegrated or otherwise totally destroyed.

A Graverobber receives one permanent negative level each time he returns from the dead in this manner, or suffers one point of permanent CHA loss if first level. A Graverobber permanently reduced to 0 CHA cannot return to life.

A Graverobber who enters a Puzzle Ops birth-coffin within a day of its return to life and undergoes complete rest within for at least one day receives a DC 20 WILL save to remove the negative level or restore the lost CHA.

Aside from their Born Again racial trait, Graverobbers cannot be raised or resurrected.

### **Extreme Violence (SU)**

Graverobbers returned from their time dead changed. Even the most compassionate and seemingly kindest Graverobber is capable of extreme sociopathy and ruthless, dispassionate violence. Their killing lust only increases as the battle wears on.

When the Graverobber first confirms a critical hit during an encounter, he gains a bonus die that he rolls and adds to critical hit confirmation rolls during the encounter. This bonus confirmation die begins at D4 and increases as the Graverobber confirms additional critical hits. However, the Graverobber takes a penalty on all other attack rolls, due to loss of control and precision, which begins at -1 and increases as the Graverobber confirms additional critical hits.

Critical Hits During Encounter	Attack Roll Penalty	Confirmation Bonus Dice
First Critical Hit	-1	+1d4
Second Critical Hit	-2	+1d6
Third Critical Hit	-3	+1d8
Fourth and Later Critical Hits	-4	+1d10

If the Graverobber beats the critical confirmation roll by 10 points or more, he may choose one of the additional effects in lieu of extra damage.

- The critical hit inflicts 1d6+1 points of temporary CON damage
- The critical hit inflicts 1d4 points of ongoing Bleed damage
- The Graverobber rolls 1d20 + relevant modifiers for damage rather than the critical hit normal damage dice

### **Spec Ops Training (EX)**

Graverobbers receive special military training, which grant them a +1 racial bonus on Disable Device, Intimidate and Survival checks.



### **Undead Immunities (EX)**

Graverobbers have all the immunities common to Undead player characters.

### **Undead Player Characters**

Undead player characters have all the traits common to Undead (described fully in *The Pathfinder Bestiary I*), with one notable exception. As thinking beings, with true souls, Undead player characters remain vulnerable to mind-influencing effects.

An Undead player character's Hit Die, base attack bonus and base saves are determined by its character class.

## **ALTERNATE GRAVEROBBER RACIAL TRAITS**

Graverobbers might emerge from a Puzzle Ops operating theater with customized abilities, atypical for their kind. Of course, applying the word 'atypical' to a walking corpse trained as a government assassin is difficult.

### **Burning Dead (SU)**

**Replaces:** Extreme Violence

High explosives and incendiary rounds ended the Graverobber's first life, and their reanimated corpse channels this same fire as a weapon. The corpse's horrific, body wide full-thickness burns are hidden beneath Kevlar and rubber body armor.

The Graverobber gains the Fire subtype and becomes immune to Fire damage.

At first level, any natural or melee weapon attack made by the Graverobber inflicts an additional +1 fire damage. At 5<sup>th</sup> level, natural and melee attacks made by the Graverobber inflict an additional +1d4 fire damage; this increases to +1d6 fire damage at 10<sup>th</sup> level.

### **Covert Ops Vampire (SU)**

**Replaces:** Extreme Violence, modifies Ability Score Modifiers

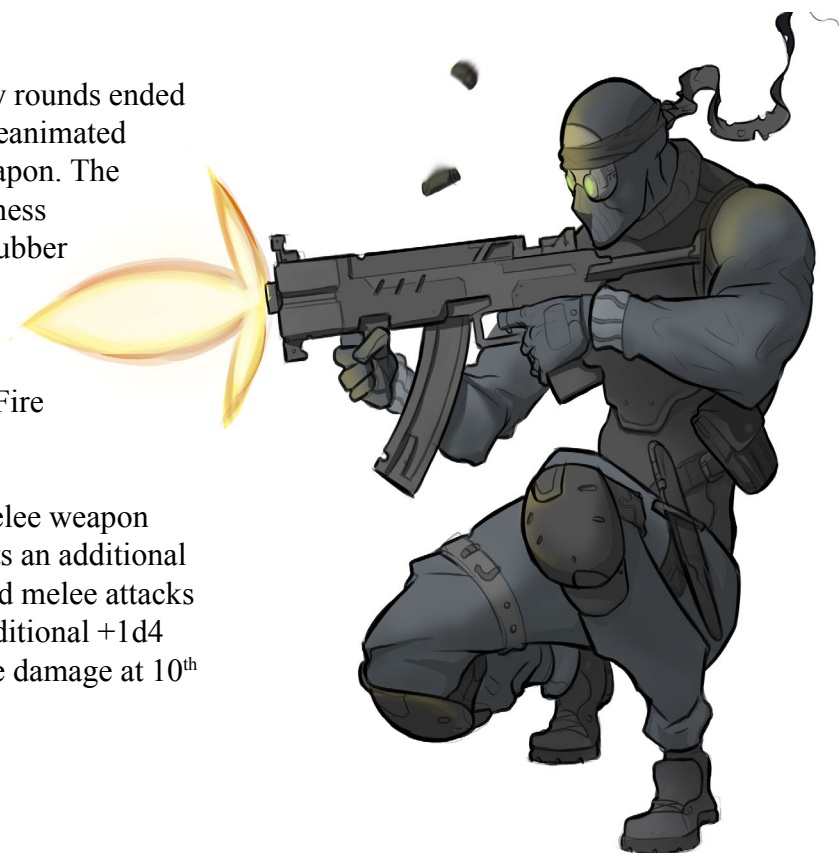
Vampires have always existed in humanity's shadow, but Puzzle Ops weaponized them in the late 1980s. Project: NIGHT OWL, headquartered in Chicago, returns US soldiers, crippled or killed in battle, to life as blood-drinking supersoldiers.

#### *Variant Ability Score Modifiers*

+2 DEX, +2 CHA.

Covert Ops Vampires have a much more complete, and darkly beautiful appearance than conventional, badly scarred and cyber-enhanced Graverobbers. They resemble the classic vampire, with pale milk skin, hypnotic eyes and dark hair; the only difference, they traded the Hammer Horror finery for tactical body armor.

The Covert Ops Vampire's ability score modifiers replace the typical Graverobber ability scores modifiers. As undead, Covert Ops Vampires have no CON score.



### *Draining Bite (EX)*

Covert Ops Vampires gain a natural bite attack as a secondary attack that inflicts 1d4 + ½ STR modifier points of piercing damage. Covert Ops Vampires inflict 1 point of temporary CON damage on a critical hit, or if they bite a helpless, willing or restrained target. Each point of CON drained heals the Covert Ops Vampire for 5 Hit Points if wounded.

### *Sunlight Vulnerability (EX)*

Covert Ops Vampires are extremely sensitive to sunlight, and suffer 1d6 points of fire damage each round, when exposed to sunlight, or 1d4 points of fire damage if exposed to dim sunlight (such as on a cloudy or rainy day, or at sunrise or sunset). Vampires with total cover do not take damage from sunlight, nor do vampires wearing specialized sun-proofed clothing or armor (see the equipment section).

### **Field Surgery (EX)**

**Replaces:** Born Again

The Graverobber is a patch-work of mismatched organs, held together with industrial staples and bio-glue. The Graverobber can steal the organs from the recently slain, and use them to repair himself, or upgrade his own capabilities.

With a DC 10 Heal check and at least 5 minutes of work (which requires at least a first aid kit/healer's kit), the Graverobber can transplant organs from any humanoid or monstrous human corpse of size Medium or Large, killed within the previous hour. This allows the Graverobber to recover 1d6 Hit Points per Hit Die possessed by the corpse, to their full normal maximum.

The Graverobber can also transplant limbs, which requires a DC 15 Heal check and at least 10 minutes work. The Graverobber replaces one of their own limbs with that from the corpse, gaining any extraordinary abilities inherent to that limb. Only limb may be transplanted per corpse, and limbs that have no clear human analogue (such as wings or tails) can not be transplanted.

### **Occult Training (EX)**

**Replaces:** Special Ops Training

Rather than conventional military skills, you were taught the secret history of the world and the dark things that hide in its shadows. You receive a +1 racial modifier on Knowledge (arcana), Spellcraft and Use Magic Device skill checks.

## **NEW MUTANTS**

**Psi-Watch's Unlimited Edition** presented a single Mutant race, albeit a highly modular race, as Mutants were built to take advantage the free-form race builder, *Fursona: The Definitive Guide to Creating Anthropomorphic Characters*. The culture and abilities of these Mutants were further detailed in *Expanded Races: Mutants*.

**Black Operators** takes a slightly different view of Mutants. "Mutant" is now a subtype applied to several of the superhuman species in the world: Anvil, Boxers, Military Post-Humans and others. These characters share the cultural trait of being Mutant, while retaining the diverse powers of their own races. This way, if your players want to field an all-Mutant squad, they can, but still have an incredibly diverse and powerful team.

## **HARD GENES**

### **Medium Monstrous Humanoid [Mutant, Psionic]**

The Hard Genes are the Mutant strain closest to the Mutants of Psi-Watch's Unlimited Edition. They are powerful, physically augmented Mutants by default, and form the spine of Mutant Culture. Of course, mutation means change, and some Hard Genes manifest cosmic-level energy manipulation or psionic gifts rather than purely physical mutations, and these rare, powerful evolved Mutants are among the most powerful of an already prodigiously mighty species.

## **APPEARANCE**

Hard Genes are a diverse bunch, as are Mutants of all heritages. Even closely related mutants could easily be mistaken for members of different



species, depending on how their mutant genes express themselves. Few of them can easily pass for human. Some are as hideous as a nightmare and others are strangely alluring.

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

Each Hard Gene is a species of one, though certain traits are considered especially desirable by fellow Hard Genes. Blue skinned or furred mutants are especially common, and these azure post-human are either respected or lusted after throughout every level of Mutant society.

## **Reproduction and Biology**

Mutants reproduce sexually, and can breed successfully with baseline humans, though a high percentage (approaching at least 75%) of these hybrid children express Mutant traits at puberty. Most Mutants resemble baseline humans until their pre-teen years, when the hormonal shifts of puberty spur vast physiological changes and activate hereditary superpowers.

Mutants have no set breeding period, at least for most, though as with everything else about the genetically twisted Mutant genus there are exceptions and unusual corner cases. Mutants of different breeds, for example a Hard Gene father and Anvil mother, can breed true, creating increasingly inhuman but amazingly powerful, ultra-specialized hybrid children.

## **Homelands and Culture**

Mutants live as unwelcome outsiders on the fringes of human society. Currently, Mutants are protected under American law, and have most of the rights that baseline American *homo sapiens* take for granted. Most Mutants cannot legally marry humans, and whether a marriage between two Mutants



is legally recognized varies by jurisdiction. Mutants cannot adopt human children, and even adopting unwanted Mutant children (of which there are many) is a bureaucratic nightmare.

Mutants have little legal protection against discrimination, as US law didn't even recognize the species as sentient up until the early 1990s. The few Mutants living and working openly in the 'human world' know that the few legal protections they enjoy today can be taken from them at a moment's notice. They stay glued to 24 hour news coverage, waiting for the news to take another turn towards genocide.

Most Mutants (especially the more physically mutated Hard Genes) live off the grid, in jury-rigged societies of their own devising. Some Mutant communities are little more than squats in some sewer or slum somewhere, ruled by the most brutal bastard on the block. Other communities, like the legendary Nightflight, are post-human paradises where Mutants thrive and can explore their innate powers to the fullest.

Originally, Hard Genes squatted in abandoned sewer access tunnels and forgotten subway lines because it was convenient, and humans rarely explored that deep. However, over the years, the Mutant species has developed a preference for subterranean lairs-complex, easily defensible and fortified structures. Mutants build elaborate metal-hulled lairs, strangely organic structures that resemble a cross between the interior of a ballistic missile submarine and a termite's lair. Mutants find a kind of security in the permanence of steel.

### **As Soldiers**

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

For mutants who refused to serve, the only way to survive was to go underground, to hide their deformities as best they could. The nation-wide

Genomic Underground actually predates Psi-Watch's formation by nearly a decade. The organization's earliest missions involved smuggling first-gen mutants out of WWII era Japanese-American internment camps to safety and helping mutant Tuskegee-experiment survivors get to the North's relative safety.

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

## **HARD GENE** **RACIAL TRAITS**

All Hard Genes have the following racial traits.

### **Size and Type**

Hard Genes are Medium Monstrous Humanoids with the Mutant Subtype. As Medium creatures, Hard Genes have no special bonuses or penalties based upon their size.

### **Normal Speed (EX)**

Hard Genes have a base landspeed of 30 ft.

### **Ability Score Modifiers**

**+4 CON, -2 CHA.**

Beneath all their diverse crop of mutations, Hard Genes are phenomenally healthy and robust. Most mutants are athletic by human standards, and nearly unbeatable in a causal fistfight. Unfortunately, Mutants (Hard Genes especially) are often paranoid and isolated from ordinary humans, even in the most accepting and pro-mutant societies.

### **Enhanced Senses (EX)**

Hard Genes gain Darkvision 30 ft and gain the *Scent* quality.



### Healing Factor (EX)

Hard Genes possess Fast Healing 1. This Fast Healing increases by +1 per psionic feat the Hard Gene selects (to a maximum of Fast Healing 10). If you are using the Fursona rules, this Fast Healing also increases by +1 per Disadvantage chosen by the Hard Gene.

### Naturally Psionic (EX)

Hard Genes gain the Wild talent feat as a bonus feat at 1<sup>st</sup> level. If the Hard Gene takes levels in a psionic class, he or she instead gains the Psionic Talent feat.

### Psionic Aptitude (EX)

Whenever the Hard Gene takes a level in a psionic class, he or she can choose to gain an additional power point instead of a hit point or skill point.

### Streetwise (EX)

Mutants spend most of their time outside mainstream human society, looking in. Most Hard Genes grew up on the streets. Hard Genes receive a +2 racial bonus on Intimidate and Knowledge (local) checks.

### Stay In the Fight (SU)

Hard Gene Mutants are pretty much impossible to put down for good; they're tough, tenacious and justifiably pissed off at the way *flat-scans* have screwed their race over through recent history.

When in combat with any opponent with the human subtype, the Hard Gene Mutant may expend his psionic focus to receive a +1 morale bonus on attack and damage rolls and armor class for one round. The Hard Gene Mutant can expend his psionic focus in this manner as an immediate action.

## ALTERNATE HARD GENE RACIAL TRAITS

The Mutant genome is unstable and in constant, evolutionary flux. Thousands of variant genomes are competing fiercely for the right to dictate the genetic terms of human evolution.

### Feral (EX)

**Replaces:** Ability Score Modifiers, modifies Subtype, Streetwise

The Hard Gene is violent, atavistic and predatory, displaying exaggerated feline or lupine traits rather than the primate traits of most hominids. Feral Hard Genes gain the Anthro subtype, in addition to the Mutant subtype.

*Alternate Ability Score Modifiers*

+2 STR, +4 DEX, -2 INT, -2 CHA.

Feral Hard Genes are stealthy, predatory and quick, but they are not as introspective or well educated as baseline humans.

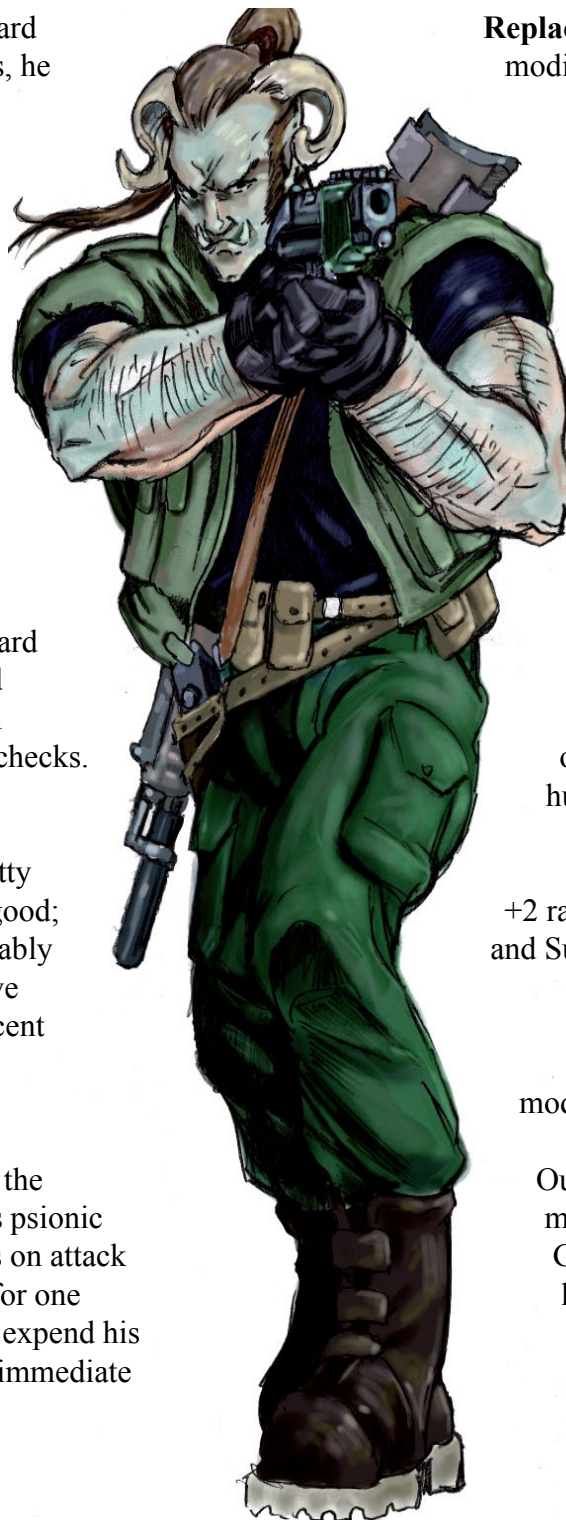
Feral Hard Genes receive a +2 racial bonus on Acrobatics, Climb and Survival checks.

### Gross Out (EX)

**Replaces:** Healing Factor, modifies ability scores

The Hard Gene is a "Gross Out" bio-freak, even more heavily mutated than the norm. The Hard Gene is barely recognizable as human, with twisted inhuman proportions and distorted limbs and sickening, body-horror mutations.

The Hard Gene's twisted body is immune to critical



hits and precision based damage. The Hard Gene gains the No Breath racial quality.

The Gross Out Hard Gene gains at least one tentacle attack, as a primary natural attack with at their full base attack bonus. This tentacle attack is treated as a ranged attack with a 30 ft maximum range and no range increment, but may also be used to threaten adjacent squares. This tentacle attack inflicts 1d6 + STR modifier points of slashing damage (20/x2).

The player can choose to gain up to 3 additional tentacle attacks, all of which are primary natural attacks, however each tentacle attack past the first imposes an additional -2 racial penalty to CHA (for a maximum additional -6 racial penalty to CHA with four tentacles). The Gross Out can alternatively choose to gain only a single tentacle attack, at no additional CHA penalty.

### **Hybrid Vigor (EX)**

**Replaces:** Healing Factor

The Hard Gene is a product of cross breeding between Mutants of racially different phenotypes, and gains atypical abilities similar to those manifested by their non-Hard Gene parent.

The Hard Gene gains a racial trait from one of the other Mutant races in this sourcebook. Select from: Stone Carapace (Anvil), Four Arms (Boxer), or any Superhuman Weapons ability (MPH).

### **Large Mutie (EX)**

**Replaces:** Medium Size

The Hard Gene's mutations make them Size Large. They receive an additional +2 size bonus to STR, but suffer a -2 size penalty to DEX. They suffer a -1 size penalty on attack roll and armor class, but receive a +1 size bonus on Combat Maneuver checks and CMD. The Hard Gene's fighting space is 10 ft x 10 ft and their reach becomes 10 ft.

### **Mutant Bio-Blast (EX)**

**Replaces:** Stay in the Fight

Some Hard Gene Mutant metabolic processes are more akin to nuclear furnaces than conventional mammalian digestive systems. These evolved mutants can discharge an impressive bio-blast from their chest, eyes or the palms of their hand.

By expending psionic focus, the Hard Gene may unleash a Mutant Bio-Blast as a standard action, similar to a breath weapon. The Mutant Bio-Blast is a line of acid 20 ft long plus +5 ft per two character levels (maximum 50 ft line). The Mutant Bio-Blast inflicts 1d6 points of Electrical damage plus 1d6 points of Acid damage per four character levels (REF DC 15 half), to a maximum of 5d6 Electrical and 5d6 acid.

### **Mutant Warrior (EX)**

**Replaces:** Stay in the Fight

Just as mankind is more violent than a great ape, the Hard Gene is more violent than a flat-scan, and more competent when it comes to dealing out violence.

By expending psionic focus as an immediate action, the Hard Gene enters a combat trance. For one round, any damage dice the Hard Gene rolls for natural weapon attacks, slams or unarmed strikes 'explode' when rolling their maximum. If a damage dice rolls the highest possible number, re-roll the dice and add the new total to the damage inflicted.

### **Psi-Mutant (Ps)**

**Replaces:** Stay in the Fight

Your mutant psionic gifts are more finely honed and trained than the norm. The Hard Gene Mutant selects a single power from the list of 1<sup>st</sup> level Psion/Wilder powers. The Hard Gene may use this power as a psi-like ability, three times per day, with a manifester level equal to their total character level.



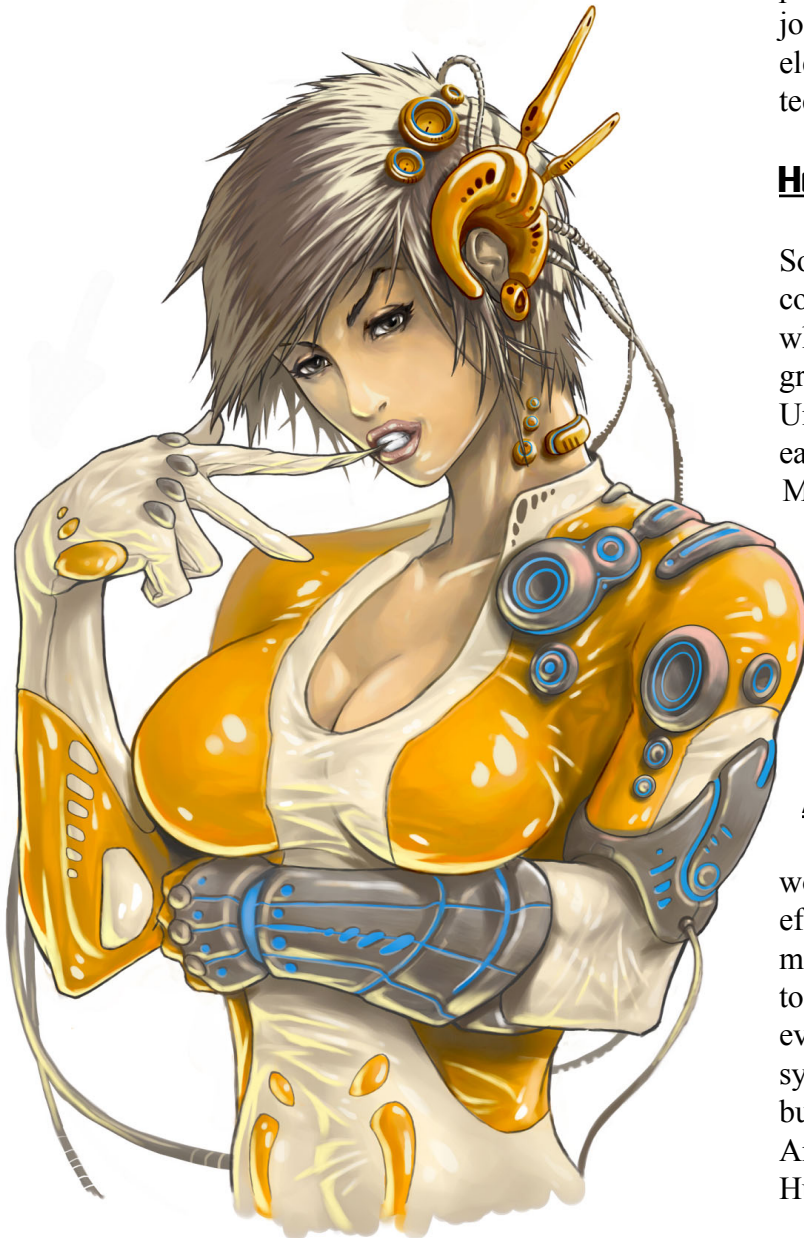
# **MECHANICS**

## **Medium Humanoid [Human, Psionic]**

Mechanics are a race of genius techno-paths, able to mold steel and plastic with barely a touch of their strange, bio-cybernetic hands. Mechanics are renowned for their techno-savvy, and in high demand by every high-tech faction on planet. When it comes to machines, Mechanics do the impossible and make it look easy.

### **Appearance**

Except for their odd hands, Mechanics could easily pass for ordinary humans. At puberty, the flesh peels away from a young Mechanic's fingers and palms, revealing bio-mechanical prosthesis which



resemble cutting-edge cybernetics. Round, faintly glowing apertures at the center of each palm open with a faint hiss, projecting faintly visible clouds of silvery nanotechnology. Mechanics can easily hide their bio-mechanical hands beneath work gloves when they wish to blend in with the human crowd. As a Mechanic ages, the irises of their eyes might take on a silvery, bio-mech sheen.

### **Reproduction and Biology**

Like Challengers, Mechanic children might be born to ordinary human parents, as a result of atmospheric pollution and ambient mutagens. The Mechanic genome is not quite as recessive as the Challenger heritage, and there's a small chance that Mechanic children can be produced by mixed relationships between Mechanic and fully human parents. Mechanics prefer their own kind as lovers; joining bio-mechanical limbs creates a psionic and electromagnetic field that produces pleasurable psi-tech feedback for Mechanic lovers.

### **Homelands and Culture**

Mechanics are especially common among Southeast Asian populations; the greatest concentration of Mechanics in the world is in India, where the mutates began spontaneously emerging, in great numbers, following a lethal chemical spill at the Union-Carbide Chemical Plant in Bophal, India, in the early 1980s. Indian, Pakastani and Malaysian Mechanics are the most common examples of the breed.

As with Challengers, the mutagens that create Mechanics are well known, and Mechanics might be custom grown by any high-tech faction, anywhere in the world.

### **As Soldiers**

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

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

## **MECHANIC**

### **RACIAL TRAITS**

All Mechanics have the following racial traits.

#### **Size and Type**

As Medium creatures, Mechanics have no special bonuses or penalties based upon their size.

#### **Normal Speed (EX)**

Mechanics have a base landspeed of 30 ft.

#### **Ability Score Modifiers**

+2 INT.

Mechanics are highly intelligent, learn quickly, and have a natural talent for invention.

#### **Naturally Psionic (EX)**

Mechanics gain the Wild talent feat as a bonus feat at 1<sup>st</sup> level. If the Mechanic takes levels in a psionic class, he instead gains the Psionic Talent feat.

#### **Psionic Aptitude (EX)**

Whenever the Mechanic takes a level in a psionic class, he can choose to gain an additional power point instead of a hit point or skill point.

#### **Human Blood (EX)**

Mechanics count as humans for all effects related to race.

#### **Gearhead (EX)**

Mechanic brains are engineered for problem solving ability, logic and mechanical aptitude. Mechanics receive Gearhead as a racial bonus feat.

#### **Techno Skill Focus (EX)**

All Mechanics specialize in a single technical skill, which becomes their signature area of expertise.

Select any one of the following skills: Craft (any), Disable Device, Demolitions, Drive, Knowledge (technology), Pilot, or Repair.

The Mechanic may use the skill in a new way: he or she may always choose to take 10, or take 20 when using that skill. This chosen skill is always a class skill for the Mechanic.

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

#### **Mechanic's Telekinesis (Ps)**

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

The Mechanic can telekinetically manipulate unattended objects made mostly of glass or plastic weighing up to 20 lbs at will, as if manifesting the *Far Hand* power as a psi-like ability.

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

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



## MECHANIC ALTERNATE RACIAL TRAITS

Different strains of the Mechanic genome process the relationship between man and machine in different ways. Some Mechanics manifest the following abilities rather than the psychic talents typical of their race.

### **Cybermorph (EX)**

**Replaces:** Mechanic's Telekinesis

The beneficial, bio-machine mutation normally confined to a Mechanic's hands has spread throughout the Cybermorph's entire body. Each day, upon awakening, the Mechanic may grow a single cybernetic implant of choice with a Drain cost of 1 or less, as a biological part of his body. This implant functions identically to a standard cybernetic implant of the same type and remains functional until the Mechanic chooses a new implant. At 10<sup>th</sup> level, the Mechanic may cybermorph a cybernetic implant with a Drain cost of 2 or less.

### **Pharmacist (SU)**

**Replaces:** Gearhead, Mechanic's Telekinesis, modifies Techno Skill Focus

Rather than merely manipulating engines and circuits, your psionic gifts allow you to manipulate the most complex machine of all.... the human machine. Mechanics with Pharmacist talents usually have silver and emerald plating on their bio-mechanical hands.

Pharmacists receive Medical Expert as a racial bonus feat.

Their Techno Skill Focus always applies to the Heal skill.

The Pharmacist may use *stabilize*, at will as a spell-like ability. Once per day, the Pharmacist may use either *cure serious wounds*, or *remove disease* as a 5<sup>th</sup> level caster.

### **Techno-Mage (SU)**

**Replaces:** Gearhead, modifies Techno Skill Focus

Your mastery of technology extends into unconventional, bleeding edge devices that blend science with magic or psionics in ways lesser inventors can't even dream about.

You receive Master Craftsman as a racial bonus feat. You must also apply your Techno Skill Focus to the Craft skill this feat applies to.

## MILITARY POST-HUMANS (MPH)

### Medium Humanoid [Human, either Mutant or Psionic]

Military Post-Human is a catch all term for a diverse assortment of engineered superhuman species created by the various global superpowers.

### Appearance

Military Post-Humans vary widely in appearance, depending on their nation of origin and which superhuman weapons and powers were implanted into their genome. All, however, are basically humanoid, with the same proportions as an unmodified human athlete, which ensures that MPH can use equipment designed for human troops easily. Fast, efficient metabolism ensure that all MPH are lean, fit and muscular, with toned physiques that are often quite attractive, albeit in unusual ways.

No MPH can pass perfectly for an ordinary human, however. The genetic upgrades that give them their superhuman gifts impose various cosmetic changes. MPH skin is commonly altered, usually bearing exotic skin colors or textures. For example, Patriot Ivory superhumans, representing the most numerous strain of MPH, take their codename from their dense, durable albino epidermis. Other unusual shades or skin textures (ranging from viper-like scales to organic diamond) are equally common.

Other MPH strains display other iconic visual traits; beautifully complex and angular markings on the face, or similar, tattoo-like birthmarks on the chest and arms are especially common.

### Reproduction and Biology

MPH are interfertile with baseline humans, as well as most MPH breeds. During the Cold War, MPH interbred frequently with friends, partners, lovers and rivals from the other side of the Iron Curtain, blurring the lines between enhancement protocols, and producing offspring that blended the best traits of several gene-lines.

MPH women are generally healthier than the baseline human norm, and pregnancies are

surprisingly easy on them. The race seems generally more fertile than humans, and they reach physical maturity a few years sooner. Their superior regenerative gifts have enhanced the MPH lifespan; some of the oldest MPH cold warriors were born in late 1950s and early 60s, and remain as fit and active as ever in their seventies. There's no telling how long a healthy MPH can actually live.

### **Homelands and Culture**

America's long running "Patriot Ivory" superhuman breeding program, and the former Soviet Union's "Spetnaski" program are two of the best known MPH protocols, but every first world nation has its own nationalist superheroes. So do several smaller nations (usually a derivative of an ally's own super-soldier program), terrorist organizations, criminal cartels and even some of the first tier megacorps.

A massive and highly classified subterranean city built under the Centers for Disease Control campus in Atlanta Georgia, codenamed the Patriot Medical Center, is the central hub of American military genetic engineering. The vast majority of young American MPH were born and raised beneath Atlanta. Here, teenaged superhumans lived an idealized, if slightly surreal suburban life, with military foster families all the while receiving training and

indoctrination ensuring they'd want to enlist with the US military the day they turned 18, and that they'd have useful skills when they did.

In the former Soviet Union, Spetnaski superhumans were trained similarly, in secret "Science Cities" which appeared on no maps. Since the USSR's collapse, many former Spetnaski have gone to work for other nations and factions, with only a handful of idealists and patriots remaining to serve the new, democratic Russian government. Quite a few have made their way into the American superhuman military, being hotly recruited by both Puzzle Ops and Psi-Watch...though neither can offer the top tier pay and benefits package that a megacorp can.

### **As Soldiers**

Military Post-Humans are born soldiers. The species is fit, competitive and comfortable with violence. Most MPH are bold and direct, pragmatic and efficient at meeting their goals, whether with a precision military strike or slightly more subtle means. MPH make excellent infantrymen and special operatives, and form the backbone of most faction's superhuman militaries.

## **MILITARY POST-HUMAN RACIAL TRAITS**

All Military Post-Humans have the following racial traits.

### **Size and Type**

Military Post-Humans are Medium Humanoids with the Human subtype and one other subtype. During character creation, choose either the Mutant or the





Patriot subtype for the MPH; once chosen, this selection cannot be changed. As Medium creatures, Military Post Humans have no special bonuses or penalties based upon their size.

### **Fast Speed (EX)**

Military Post-Humans are quicker than an unmodified human, and have a base landspeed of 40 ft.

### **Ability Score Modifiers**

+2 to any one ability score of choice.

A variety of international super-soldier programs exist, both top secret and publicly acknowledged, each of which augments the baseline human genome in a variety of ways. Military Post-Humans can express a diverse assortment of genetic gifts.

### **Human Blood (EX)**

Military Post-Humans count as humans for all effects related to race.

### **Enhanced Senses (EX)**

Military Post-Humans have perfect eyesight and are genetically adapted for night-ops. MPH gain Darkvision 60 ft and lowlight vision.

### **Passive Defenses (EX)**

Different MPH heritages display different biological defenses. The MPH chooses one of the following defensive abilities from the menu, which is gained as an Extraordinary racial talent.

*Adrenal Armor (EX).* You may activate your Adrenal Armor as a swift action, but not if you are helpless or denied your DEX bonus to AC. While Adrenal Armor is active you gain a +4 natural armor bonus to AC; each activation lasts one round per character level.

*CBR Trooper (EX):* The MPH is immune to non-magical disease and receives a +4 racial bonus on FORT Saves against poison or radiation.

*Energy Resistance (EX):* Gain either Resist Cold 10 or Resist Fire 10.

*Healing Factor (EX):* The MPH gains Fast Healing 1.

*Molecular Armor (EX):* Denser than normal dermal tissue grants Damage Reduction 2/-.

*Natural Armor (EX):* Gain a +2 natural armor bonus to Armor Class

*No Breath (EX):* The MPH Gains the No Breath racial quality.

### **Racial Training (EX)**

Military MPH receive a racial bonus on different skills, depending on their country of origin and childhood VR training. The MPH chooses one of the following racial skill packages from the menu.

*Armorer:* Gain a +2 racial bonus on Craft (gunsmith) and Craft (chemical) checks

*Black Ops:* Gain a +2 racial bonus on Intimidate and Stealth checks

*Combat Mover:* Gain a +2 racial bonus on Acrobatics and Climb checks

*Driver:* Gain a +2 racial bonus on Drive and Pilot checks

*Fixer:* Gain a +2 racial bonus on Craft (electronic) and Computer Use checks



# **ALTERNATE MILITARY**

## **POST-HUMAN RACIAL**

### **TRAITS**

*Infiltration:* Gain a +2 racial bonus on Computer Use and Disable Device checks

*Underwater Demolition:* Gain a +2 racial bonus on Disable Device and Swim checks

#### **Superhuman Weapons (EX)**

Different MPH protocols produce supersoldiers granted variable natural weapons or advanced combat training. The MPH chooses one of the following offensive abilities from the menu, which is gained as an Extraordinary racial talent.

*Hunter/Killer (EX):* The MPH is genetically hardwired for violence and combat. The MPH receives a +1 morale bonus on all skill checks, WILL Saves and melee attack rolls for one minute after killing a creature of the humanoid type with any natural weapon or melee weapon.

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

*Neo-Ninja (EX):* The MPH gains Exotic Weapons Proficiency (katana) and Weapon Focus (katana) as racial bonus feats.

*Talons (EX):* The MPH gains two talon attacks as primary natural attacks that inflict 1d4 + STR modifier points of slashing or piercing damage (19-20/x2 crit). The talons can be extended or retracted as a free action, and are undetectable when retracted.

*Weapon Training (EX):* MPH are drilled in firearms discipline and urban warfare tactics from an early age. The MPH gains Simple Firearms Proficiency and Advanced Firearms Proficiency as racial bonus feats.

The MPH race is already incredibly diverse and customizable, built to order by the best gene-cutters in the world. However, a few MPH have abilities that vary dramatically from the norm.

#### **Attribute Augmentation (EX)**

**Replaces:** Superhuman Weapons

The MPH gains an additional +2 racial bonus to the ability score enhanced by their floating ability score modifier.

#### **Naturally Psionic (EX)**

**Replaces:** Racial Training

The MPH gains the Naturally Psionic and Psionic Aptitude racial traits.

The MPH gains the Wild talent feat as a bonus feat at 1<sup>st</sup> level. If the MPH takes levels in a psionic class, she instead gains the Psionic Talent feat. The MPH gains the Psionic subtype.

Whenever the MPH takes a level in a psionic class, she can choose to gain an additional power point instead of a hit point or skill point.

#### **Psi-Killer (SU)**

**Replaces:** Superhuman Weapons

Psionic alteration of your mind has made you a more effective killer. You may expend your psionic focus to automatically confirm a critical hit.

#### **Urban Raider (EX)**

**Replaces:** Passive Defenses

The MPH gains a body-wide electrostatic field that grants them a Climb speed of 30 ft and a +4 racial bonus on Climb checks.

#### **Weaponized Luck (SU)**

**Replaces:** Passive Defenses

A tiny little cluster of mutant cells in your brain ensure that things just seem to 'fall into place' for you. You receive a +1 luck bonus on all saving throws.



# THE NEON

## Medium Outsider [Fire]

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

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

### Appearance

Neon are tall, straight hominids who resemble fit humans with bodies made of living chrome. Their metallic skins are hot to the touch, and the aliens leak trace radioactivity as a natural part of their biology; a few months of close quartering with a Neon will



expose an unshielded human with as much radiation exposure as a worker at a nuclear power plant.

Rather than hair, vent-like appendages crowing the metallic skull constantly vent a colorful, hot plasma. The color of a Neon's cranial flames serves as a clue to the alien's parentage, their blood line and the intensity of these flames displays the Neon's health and general emotional state. A Neon's flames are a shade that blends the colors of it's parents flames.

Most of a Neon's body is smooth and textured like ultra flexible steel alloy, though the Neon's neck,

torso and abdomen are protected beneath thicker and more articulated chrome plates, somewhat resembling manufactured body armor. Energy the same shade as their cranial flames are visible where plates meet and join.

### **Reproduction and Biology**

Neon reproduce sexually, and enjoy sex for pleasure. They have no real breeding season, but the race is most fertile in zero gravity, hotly radioactive environments. Few Neon can conceive within a gravity well, and Neon physicists calculate solar flares and cosmic radiation storms for expectant parents-to-be.

Though basically humanoid in shape, Neon have little sexual or romantic interest in those outside their own species. The race inter-species relationships often occur between Neon and Shiftsteel Symbionts or humanoid pyrokinetics; intense personal energy fields are the defining standard of beauty for the elemental Neon.

Neon pregnancies last upwards of five Terran years, and end in the birth of a single Neon child. The race is extremely long lived; healthy Neons, sustained by a stable, main-sequence star, can live tens of thousands of years. Neon rarely die of natural causes; when a Neon feels their inner fire dimming, they often choose self immolation in the heart of a star rather than slow decrepitude.

### **Homelands and Culture**

The Neon barter for high-tech goods and luxuries they can't manufacture themselves. In return, the Neon provide raw material mined from asteroids and comets. The species has a tradition of mercenary service, and Neon warriors- especially impetuous males- often hire on as space troopers aboard Culture world-ships.

### **As Soldiers**

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

stranded in Earth-space. Most Neon gladly trade service for passage off-planet.

Neon are a pragmatic, hardworking and proud race. Their native culture is both martial and mercantile, and both aspects of their society celebrate honor and the keeping of promises. Once a Neon swears to a cause, he or she will die, if absolutely necessary, to uphold that promise.

### **Languages**

Neon characters begin play speaking Ignan and one Earth language of choice (if operating on Earth). Neon with high INT scores may choose Auran, Celestial, Draconic, or any Earth language as a bonus language.

### **Names**

Neon names are a combination of radiation signatures and color cues, transmitted by the alien's nuclear corona. Other species find it difficult to replicate a Neon's name, so codenames and titles are common among Neon who spend time with other species.

Neon names often reflect stellar phenomena, deep space, flame, heat, radiation or metals. Neon have a great love of metals and rare earth minerals found only in the heart of asteroids; they adorn themselves with exotic elemental names, the same way their women adorn themselves in strange jewels.

## **NEON RACIAL TRAITS**

All Neon have the following racial traits.

### **Size and Type**

Neon are Medium Outsiders with the Fire subtype. As Outsiders, they cannot easily be *raised* or *resurrected*. As Medium creatures, Neon have no special bonuses or penalties based upon their size.

### **Normal Speed (EX)**

Neon have a base landspeed of 30 ft.

### **Flight Speed (EX)**

Neon have a Fly speed of 60 ft (average) in a gravity well. Outside a gravity well, Neon have a Fly



speed of 500 ft (perfect); Neon have the Starflight racial trait.

### **Ability Score Modifiers**

**+2 DEX, +2 CON, -2 INT**

Neon are graceful and robust, but they are not as intelligent as other humanoids, nor does their pragmatic culture place a premium on theoretical education.

### **Alien Limitations (EX)**

As creatures born in the depth of space, Neon biology is limited in ways that would seem odd to an Earth-born human. Neon possess no sense of smell or taste, and always fail Perception checks utilizing these two senses.

Neon have fiery auras that make Stealth checks impossible in areas of dim illumination or worse. Their corona provides bright illumination to a 10 ft radius and dim illumination out to 50 ft; this illumination cannot be suppressed or dispelled.

Neon automatically fail Disguise checks made to imitate another race, unless magic or psionic disguises are involved.

### **Darkvision 30 ft/500 ft (EX)**

Neon gain Darkvision 30 ft in a gravity well; in zero gravity environments, their eyes open to their fullest degree, and their Darkvision range increases to 500 ft.

### **Elemental Traits (EX)**

Neon gain Fire Immunity, and Cold Resistance 10. Neon are immune to the effects of radiation.

### **Natural Armor (EX)**

A Neon's chrome skin provides the alien with a +6 natural armor bonus to Armor Class. However, the Neon cannot wear additional armor, and even ordinary clothing must be made heat and radiation resistant.

### **Natural Flier (EX)**

Neon think in three dimensions by default and can work the complex physics of a warp-jump in their heads. Neon receive a +4 racial bonus on Fly checks, and a +2 racial bonus on Knowledge (nature) and Survival checks made to navigate in deep space or be aware of space-born hazards.

### **Photosphere (SU)**

The Neon continually vents a nimbus of stellar plasma, which forms a brilliant corona around the creature's armored body and culminates in a crown of stellar flame. The brilliant aura sheds light like a halogen floodlight, and cannot be suppressed. The fiery aura only fades when the Neon dies. Casual contact with the Neon can result in second or third degree burns and an embrace can be deadly.

This flaming aura does not harm the Neon or its gear, but adds +1d6 points of fire damage to all the creature's unarmed and melee weapon attacks. Any creature who grapples the Neon suffers +1d8 points of fire damage per round of contact.

### **Space Adapted (EX)**

Neon gain the No Breath and Starflight racial traits. Neon do not need to eat or drink to maintain their health, though they can do so if doing so would provide some benefit (such as drinking a potion); they are sustained by ambient cosmic radiation and internal nuclear reactions.

### **Zero G Training (EX)**

Neon are evolved for life in deepest space, and all Neon receive Zero G Training as a racial bonus feat.

## **ALTERNATE** **NEON RACIAL TRAITS**

Neon mutations are fairly rare, as the species' genome is ancient and fairly stable. All Neon mutations are built around radioactive fire in some manner.

### **Far Trader (EX)**

**Replaces:** Natural Flier

Some Neon, from trading tribes, let their dog-fighting skills atrophy in favor of galactic commerce. The Neon receives a +2 racial bonus on Appraise checks and all Knowledge (business or local) checks made concerning space-faring races.

### **Lone Flier (EX)**

**Modifies:** Natural Armor, Space Adapted

The Neon has a thinner bio-metal hull than normal, but her internal fusion reactions burn hotter.

Her features are graceful and angular, streamlined for faster than light travel. Such Neon are messengers and far-traders, flitting between distant habitats, blazing trade routes that link diverse Neon tribes.

The Neon's natural armor bonus to AC is only +2, but the Neon gains the Greater Starflight racial trait.

### **Plasma Strike (SU)**

**Replaces:** Photosphere

The Neon's fiery aura does not cling as closely to his body; instead the Neon can vent a line of plasma capable of vaporizing steel. The Neon gains a natural ranged attack that that inflicts 2d6 Fire damage (20/x2) and has a 30 ft range increment.

### **Star Senses (SU)**

**Replaces:** Darkvision 30ft/500 ft

The Neon is eyeless; where the almond shaped, luminous eyes would be on an ordinary neon, there is only a sleek silicate bio-sensor, a naturally occurring equivalent of complex starship sensors.

The Neon is blind, but gains Blindsense 30 ft in a gravity well. In zero gravity conditions, this improves to Blindsight 500 ft. The Neon has sensory capability equal to a light Culture starship, such as a fighter. The Neon can perceive unencrypted radio/television/wifi and similar signal types, and communicate on those same frequencies.

## **SHIFTSTEEL SYMBIONTS**

### **Medium Outsider [Native, Psionic]**

*"At the moment my Shiftsteel traits manifested, I became aware of the entirety of my life, from the moment I was conceived to a point several days after my physical death, as my last neural connection finally flickers and fades out. I am aware of every facet of my existence, and thus, I can act with decisiveness and accuracy that un-empowered homo sapiens simply cannot match. You would do well to heed my advice."*

- Misha Fate, 8 year old Shiftsteel Symbiont oracle, addressing the Blooded Ghost tyrant, Lord Gehenna

The Shiftsteel Symbionts are a unique breed of cybernetic organism. They are humans whose bodies and souls are bonded, on a genetic level, to alien alloys. Created by a series of interlaced time paradoxes, Shiftsteel Symbionts are gifted with an assortment of unique superhuman powers and a unique perspective on space/time.

### **Appearance**

Shiftsteel Symbionts are a race of geniuses, strange intellects sheathed in gleaming, reflective metal. The Shiftsteel Symbiont's hull is a gleaming metallic layer, ranging from several nanometers at its thinnest (though the Symbiont's face appears fully human, it too is sheathed in a nearly invisible layer of alien alloy) to several centimeters thick at the torso. Smooth and warm to the touch, this bio-armor crackles with harmless electro-static discharges. It feels somewhat unreal to the touch, like a pane of theoretical glass, kept at body temperature.

Most Earthborn Symbionts are protected beneath gleaming silver hulls, polished to a mirror sheen. In most cases these hulls are perfectly smooth, though some members of the species display complex bio-mechanical hulls that resemble high-tech cyberchassis or personal body armor. Symbionts from other worlds might have hulls with a different color and configuration, from a gleaming, vibrant electric blue to the gnarled, hammered golden hulls of Culture-born Symbionts. Whatever a Symbiont's hull color and configuration, their metallic skin should be mirror-





former flesh like a rocket abandoning its first stage boosters.

Shiftsteel Symbionts are effectively immortal, unconcerned with the frailties of their former flesh. As the post-humans age, and their powers expand, their consciousness becomes increasingly inhuman. An elder Symbionts perception of time is circular, seeing every moment of their existence, from their conception as a human to their eventual dissolution at the end of all space-time.

Shiftsteel Symbionts have no interest in sex or romance with baseline humans or with most other species. They most commonly take lovers of their own species, or other post-human breeds with high level energy manipulation talents. Symbiont mating is a dance of complex theoretical physics, resembling the simultaneous collapse of two singularity's event horizons than anything as simple as mammalian intercourse.

### **Homelands and Culture**

A Culture heavy cruiser crashed in Lake Michigan in 1942. Technology recovered from the crash accelerated the US space program by decades. While the public space agencies were racing the Russians to orbit, the fledgling Department of Mental Research (soon renamed Psi-Watch) was created to oversee *Project: Shiftsteel*. Beginning in 1951, Psi-Watch

understood the alien technology well enough to begin surgically bonding fragments of the starship's living metal hull to human volunteers.

bright. If a Symbiont is depressed or badly injured, cracks and tarnish appear on the steel.

### **Reproduction and Biology**

When their powers emerge, typically during late puberty, a Shiftsteel Symbiont undergoes a profound physical change. A living mercury carapace oozes through her pores, and sheathes her formerly human body. Only the Symbiont's face is left uncovered; the rest of her body is sheathed in liquid metal. Under her steel, the physiological changes are even more profound: human organs atrophy, transforming into a bio-engine resembling a alien starship's star drive. Two to three days after her transformation, the newly evolved Symbiont vomits up the remains of her former anatomy, abandoning her

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

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

### **The Singularity Event**

The Singularity Event is a theoretical space-time event that happens at an undisclosed point in the future. During a climactic battle with an as-yet-unidentified enemy, the Shiftsteel Symbiont Lt. Cassandra "Crucible" Feneris is murdered. From scattered clues, it's obvious that Crucible's death occurs years, perhaps even decades after the devastation of the Timecrossover-era.

The death of this immensely powerful metahuman ripples backwards in time, as fragments of Crucible's body and consciousness are scattered throughout the multiverse. Some of these fragments coalesce upon impact into the rare, psycho-active silicate referred to as Yahn crystal.

Yahn has been discovered and used to bootstrap indigenous technology by a million sentient species across a thousand realities, including the psychic warriors of *Galaxy Command's* 3176 AD. Yahn Crystal is shaped into birthing matrixes to create young *Noble Succubi*, the guardians of the Multiverse, while women wanting to bear god-touched children masturbate to orgasm with a dildo of smooth purple crystal in *Black Tokyo*. Yahn is a vital component of faster-than-light engines in the *Otherverses America* and *Psi-Watch* realities alike. In short, Yahn is the lifeblood of the multiverse, important in all realities, and indirectly, paradoxically responsible for the creation of the species who will eventually create Yahn.

The Culture designed the shiftmetal hulls of their starships around the properties of Yahn crystal, creating a causality-loop whereby Crucible's death was directly responsible for her creation. Today's Crucible is a junior Psi-Watch flight officer, nowhere near as powerful or determined as her martyred future-self will one day become. She is aware of her fate, mostly through precognitive dreams and the occasional time paradox. Crucible has also met at least one of her alternate selves: Cassie Andra Feneris, a pyrokinetic activist/superhero from the alternate 22<sup>nd</sup> Century of *Otherverses America*, when the two teamed up to stop a terror strike by a cross-dimensional team of Lifer extremists.

### **As Soldiers**

The 21<sup>st</sup> century's Shiftsteel Symbionts are the children and grandchildren of first-gen volunteers and the 1960s' unwitting test subjects. The Shiftsteel mutation is deeply recessive, and could conceivably lie dormant for generations. Psi-Watch estimates that there may be up to 1,000 Shiftsteel Symbionts worldwide, but has documentation of less than 100 active Symbionts. Due to their rarity and high threat level, newborn Symbionts are a hotly contested resource.

At their simplest Shiftsteel Symbionts are flight-capable, post human infantry with lethal energy manipulation talents. A rookie Symbiont is an attack helicopter with the intellect of a genius physicist, and a high level Symbiont is an incarnate god.

## **SHIFTSTEEL SYMBIONT** **RACIAL TRAITS**

All Shiftsteel Symbionts have the following racial traits.

### **Size and Type**

Shiftsteel Symbionts are Medium Outsiders with the Native and Psionic Subtype. As Medium creatures, Shiftsteel Symbionts have no special bonuses or penalties based upon their size.

(Though born on Earth, Shiftsteel Symbionts are so radically changed, and unhinged from ordinary



space-time, they become Outsiders with the native subtype.)

### **Normal Speed (EX)**

Shiftsteel Symbionts have a base landspeed of 30 ft.

### **Flight Speed (EX)**

Shiftsteel Symbionts have a flight speed of 20 ft and perfect maneuverability. They gain a +8 racial bonus on Fly checks and gain Hover as a racial bonus feat. They drift majestically through the sky, but are not dogfighters, despite the precision of their movement.

### **Ability Score Modifiers**

**+2 INT, +2 WIS,  
-2 CHA.**

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

### **Enhanced Senses (EX)**

Shiftsteel Symbionts possess lowlight vision and Darkvision with a 60 ft range.

### **Enforced Psionic Aptitude (EX)**

Whenever the Shiftsteel Symbiont takes a level in a psionic class, she gains a point instead of a hit point or skill point. She may not

choose to receive another favored class benefit; she must always select a bonus power point.

If the Shiftsteel Symbiont takes levels in a non-psionic class, she gains one fewer HP than normal (minimum 1 HP) per level gained.

### **Naturally Psionic (EX)**

Shiftsteel Symbionts gain the Wild talent feat as a bonus feat at 1<sup>st</sup> level. If the Symbiont takes levels in a psionic class, she instead gains the Psionic Talent feat.

### **Racial Skills (EX)**

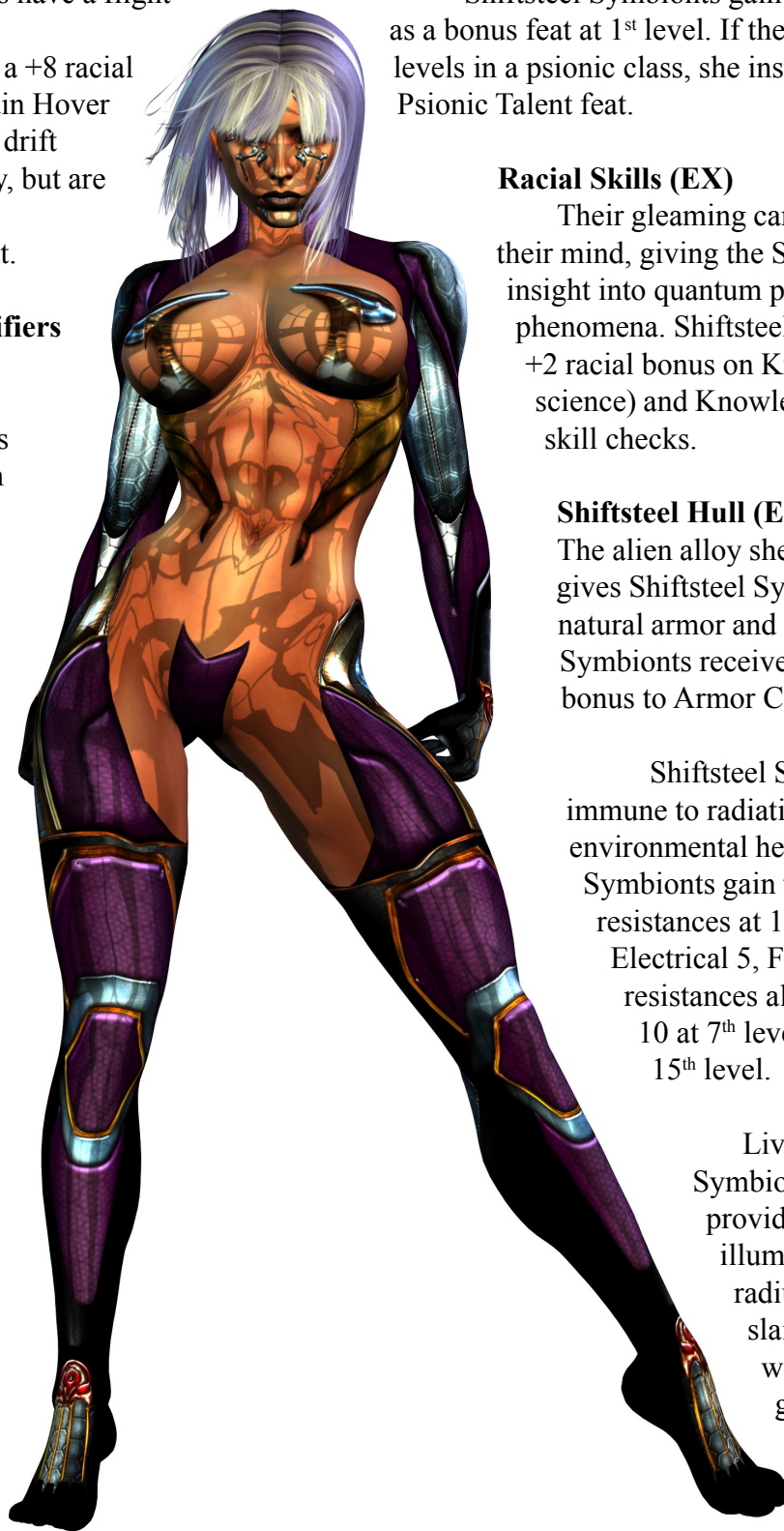
Their gleaming carapace whispers into their mind, giving the Symbionts a natural insight into quantum physics and stellar phenomena. Shiftsteel Symbionts receive a +2 racial bonus on Knowledge (physical science) and Knowledge (technology) skill checks.

### **Shiftsteel Hull (EX)**

The alien alloy sheathing their bodies gives Shiftsteel Symbionts phenomenal natural armor and energy resistance. Symbionts receive a +3 natural armor bonus to Armor Class.

Shiftsteel Symbionts are immune to radiation and environmental heat. Shiftsteel Symbionts gain the following energy resistances at 1<sup>st</sup> level: Cold 5, Electrical 5, Fire 5. These resistances all increase to Resist 10 at 7<sup>th</sup> level and to Resist 15 at 15<sup>th</sup> level.

Living Shiftsteel Symbionts glow at all times, providing bright illumination in a 10 ft radius (the glow of a slain Symbiont fades within seconds). This glow cannot be suppressed or dispelled, and imposes a -8



penalty on Stealth checks in dim illumination or worse, at the GM's discretion.

### **Shiftsteel Machinery (SU)**

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

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

*Astro-nav Engine (Ps):* The Symbiont's inner hull is laced with worm-hole generators and quantum string computers. The Symbiont can teleport over extremely short distances. By expending her psionic focus the Shiftsteel Symbiont may teleport up to 30 ft as a move-equivalent action. The Symbiont must have a clear line of sight where she is jumping.

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

Shiftsteel Symbionts who choose this Machinery manifest smooth, round gems that grow, like decorative tumors, upon their torso, forearms and smaller gems at the knuckles.

The color of the gem reflects the Symbiont's energy type: yellow or crimson for Fire, blue for Electricity, green for Cold, or purple for Sonic. Culture Shiftsteel Symbionts have a different color palate: blue for Fire, violet for Cold, yellow for Electricity, and translucent for Sonic.

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

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

*Hollow Shell (EX):* The Shiftsteel Symbiont has no need for internal systems- sub-quantum energy cascades alone sustain its consciousness. Her metallic shell is completely hollow, and though your face appears human, it is a strange mask only a fraction of an inch thick, hiding the nothingness inside.

The Shiftsteel Symbiont becomes immune to critical hits and precision based damage. She is not subject to energy drain, ability score damage or drain.

*Lift Engine (SU):* The strange energy generating organs within their bodies give them the ability to spurn gravity and fly through the localized manipulation of gravitons. Symbionts have an increased flight speed of 60 ft (perfect maneuverability)

*Lost Humanity (EX):* The Shiftsteel Symbiont's consciousness is fundamentally altered. She becomes immune to mind-affecting abilities, but also loses the ability to benefit from morale bonuses.

*Quantum AI (EX):* The Shiftsteel Symbiont's incredibly keen mind works with incalculable speed, and is capable of drawing conclusions from minimal data. The Symbiont is a deductive savant. The Symbiont can expend her psionic focus to receive a +1 bonus per four character levels on any of the following skill checks:

Any INT or WIS keyed skill check,  
Concentration check,  
Initiative Check  
WILL Saves

Doing so is a free action (or immediate action) in the case of WILL Saves. The Symbiont must wait 1d6 hours after using this ability to use it again. At 10<sup>th</sup>



level, the Symbiont must wait only 1d4 hours after using this ability to use it again.

*Quantum Field (SU):* Probability altering quantum generators in the Shiftsteel Symbiont's electrified nervous system alter reality to make the performance of specific, necessary tasks, easier around her.

Choose any two skill checks, one of which must have Intelligence as its key ability. All characters within 30 ft of the Shiftsteel Symbiont and who can clearly see her gain a +2 competence bonus on checks with these two skills. Taking 10 with either of these two skills only takes 5x as long as normal when within 30 ft of the Symbiont. The Symbiont herself does not benefit from her own aura, but can benefit from the quantum field aura of other members of her species.

Stealth explicitly cannot be chosen as one of the Symbiont's quantum field skills.

*Quickflex Hull (EX):* The Symbiont's liquid metal skin is designed for maximum grace and inhuman agility. The Symbiont's chromed body can flex and stretch in ways impossible for a human, and the Symbiont receives a +2 racial bonus to DEX.

*Starflyer Capabilities (EX):* The Symbiont gains the No Breath and Greater Starflight racial traits.

*Xeno-Biology Suite (SP):* The Symbiont is programmed with a complete xeno-biological database and emergency DNA replication system. The Symbiont may use either *Summon Monster I* or *Summon Nature's Ally I* three times per day as a spell-like ability, with a caster level equal to her total character level.

### **Symbiotic Autism (EX)**

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

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

## **ALTERNATE SHIFTSTEEL** **SYMBIONT RACIAL** **TRAITS**

The Shiftsteel Symbionts are already an incredibly diverse race, with an assortment of psi-powers and extraordinary talents at their disposal, but a handful of the post-humans manifest atypical alien powers.

### **Shiftsteel Blades (EX)**

**Replaces:** Flight Speed

**Requires:** Quickflex Hull racial trait

With a thought, you can morph your chromed fingers into blades; the cutting edge of these weapons fold space, making them infinitely sharp.

You gain two claw attacks, which are primary natural attacks which inflict 1d6+STR modifier points of slashing damage (crit 19-20/x3). You may use Weapon Finesse in conjunction with your shiftsteel blades.

Beginning at 15<sup>th</sup> level, you may expend your psionic focus as an immediate action when you score a confirmed critical hit with the blades to give your shiftsteel blades the *vorpal* property for that specific attack.

### **Still Human (SU)**

**Modifies:** Shiftsteel Hull

Unlike many Symbionts, you can force your symbiotic hull into dormancy, allowing you to recover some of your lost humanity.

As a full round action, you can activate or deactivate the following racial abilities: Shiftsteel Hull and Symbiotic Autism.

While dormant, you lose your natural armor class bonus and energy resistances, but are not subject to the Symbiotic Autism racial trait.

When 'dormant' your Shiftsteel hull takes the form of luminous clothing made of some shimmering, exotic 'material' that is the same color as your hull under normal circumstances. While dormant, you gain the Human subtype, and are considered to be a human for effects related to race.





## **VAPORLOCK**

### **Large Aberration [Mutant, Psionic]**

Vaporlocks are radically altered mutants created by extraterrestrial pollution. With each Culture starship that lands on Earth or returns to the stars, the chance of a new Vaporlock manifesting increases incrementally. The energized particles vented by warp-engines propagate through the upper atmosphere, vastly increasing the numbers of all mutant births, and specifically, transforming isolated handfuls of ordinary men and women into powerful Vaporlock post-humans.

### **Appearance**

Vaporlocked are obviously inhuman; in fact, their bodies are not really solid anymore- a cloud of luminous charged particles and exotic chemical vapors contained within a durable encounter suit. Vaporlock outside one of these bulky, ponderous containment shells quickly dissipate. Even the strongest willed can only hold their consciousness together for a handful of hours before their vaporized bodies dissipate completely, and the mutate dies.

Vaporlocked containment suits are earthshakingly heavy and relatively slow moving, but are designed for power, durability and reliability. They are designed to be repaired in the field with even the most rudimentary equipment, and include basic self repair functions to keep the armor functioning (and the Vaporlocked soul contained within, alive) in the face of even the worst punishment or harshest conditions.



Vaporlock containment suits are basically faceless, with the armor's cranium hidden beneath an armored and featureless faceplate which shields a pair of optical sensors. Vaporlocks often decorate their faceplate and torso plating, painting as intricate of designs as their thick, mechanical fingers can manage, using bold colors and iconic designs to give their encounter suits some individuality.

## **Reproduction and Biology**

Some humans are more susceptible to warp-drive pollution than others, a genetic weakness which seems to follow no discernable pattern of race, family history or background. Vaporlocks are born randomly across the world, and the sudden and often fatal mutation is all the more terrifying because of its sheer unpredictability. There is no way to predict who will succumb to Vaporlock mutation, nor when, nor why.

The vast majority of humans who succumb to the mutation die, their bodies boiling away to sentient vapor before they can receive the medical care they need to survive. Psi-Watch, the Genomic Underground and handful of other factions and mutant health organizations have the necessary technology to forge a containment suit for a new Vaporlock mutate. The world's largest cities maintain special containment tubes for newly manifested Vaporlock, in hopes of keeping more alive, but the sheer expense and specialized tech required means that outside of alpha cities like Los Angeles or Dubai, newly manifested Vaporlock often dissipate before help reaches them.

## **Homelands and Culture**

Creatures similar to Vaporlocks have emerged on many worlds colonized by the Culture. Though members of the Culture rarely succumb to the effects of warp fuel pollution, other hominid species are rarely as lucky. To the Culture, Vaporlocks, whether earth-born or extraterrestrial, are extremely valuable slave stock.

On Earth, Vaporlock mutation is a world wide phenomena, most common in the Northern Hemisphere. Vaporlock are a relative rarity in the Southern Hemisphere, but from time to time a Brazilian, Colombian, Australia or South African

Vaporlock emerges, their encounter suit helms painted in the bright colors of their flags.

## **As Soldiers**

Many Vaporlocks are too traumatized by their transformation to even consider military service. These emotionally wounded mutates have retreated deep into mutant communities, finding community with fellow survivors. Others have delved deep into the world's hidden mutant history, in hopes of finding a cure. The Vaporlocks that become warriors, who find a new sense of purpose using their newfound powers in service of a cause (or in service of their own ambition) are the minority.

# **VAPORLOCK** **RACIAL TRAITS**

All Vaporlocks have the following racial traits.

### **Size and Type**

Vaporlocks are Large Aberrations with the Mutant and Psionic Subtypes. As Large creatures, they gain a +1 size modifier to their Combat Maneuver Bonus and Combat Maneuver Defense, but suffer a -1 size penalty to attack rolls and armor class.

Vaporlocks occupy a 10 ft x 10 ft fighting space and have 10 ft reach.

### **Normal Speed (EX)**

Vaporlocks have a base land speed of 30 ft. They are comparatively slow for such large creatures—they move like bipedal tanks.

### **Ability Score Modifiers**

+2 STR, -2 DEX, +4 CON, -2 CHA

Vaporlock are too big and ponderous to be truly agile, but their bio-mechanical encounter suits are extremely robust. The trauma of their sudden transformation has left many Vaporlocks emotionally scarred, however.

### **Encounter Suit (EX)**

The Vaporlock's bio-mechanical encounter suit duplicates many of the functions of the human body and contains the mutant's consciousness. The suit is equipped with self-repair systems that allow it to

recover from Hit Point and temporary ability score damage as the same rate as an unmodified humanoid. Either the Heal or the Repair skills may be used to assist a damaged Vaporlock; however, the Heal skill checks suffer a -4 penalty when used to assist a Vaporlock, unless the treating medic possesses the Xeno-Medic feat or is another Vaporlock.

The Vaporlock gains the No Breath racial quality, and is immune to non-magical disease.

### **Ghost Out (EX)**

The Vaporlock can pop the seals on its encounter suit as a full round action, releasing its gaseous true form. The Vaporlocks' true gaseous body leaves the suit, and the encounter suit becomes inert.

While in gaseous form, the Vaporlock gains the Incorporeal subtype, and gains a Flight Speed of 30 ft (poor maneuverability). A Vaporlock in gaseous form uses CON as the key ability for Fly checks rather than DEX.

Each minute the Vaporlock remains in a gaseous state, uncontained by their armored encounter suit, it must succeed at a FORT Save (DC 10 + the number of previous successful saves) or suffer 1d10 HP damage. The Vaporlock cannot recover Hit Points by any means while outside of its encounter suit.

### **Great Fortitude (EX)**

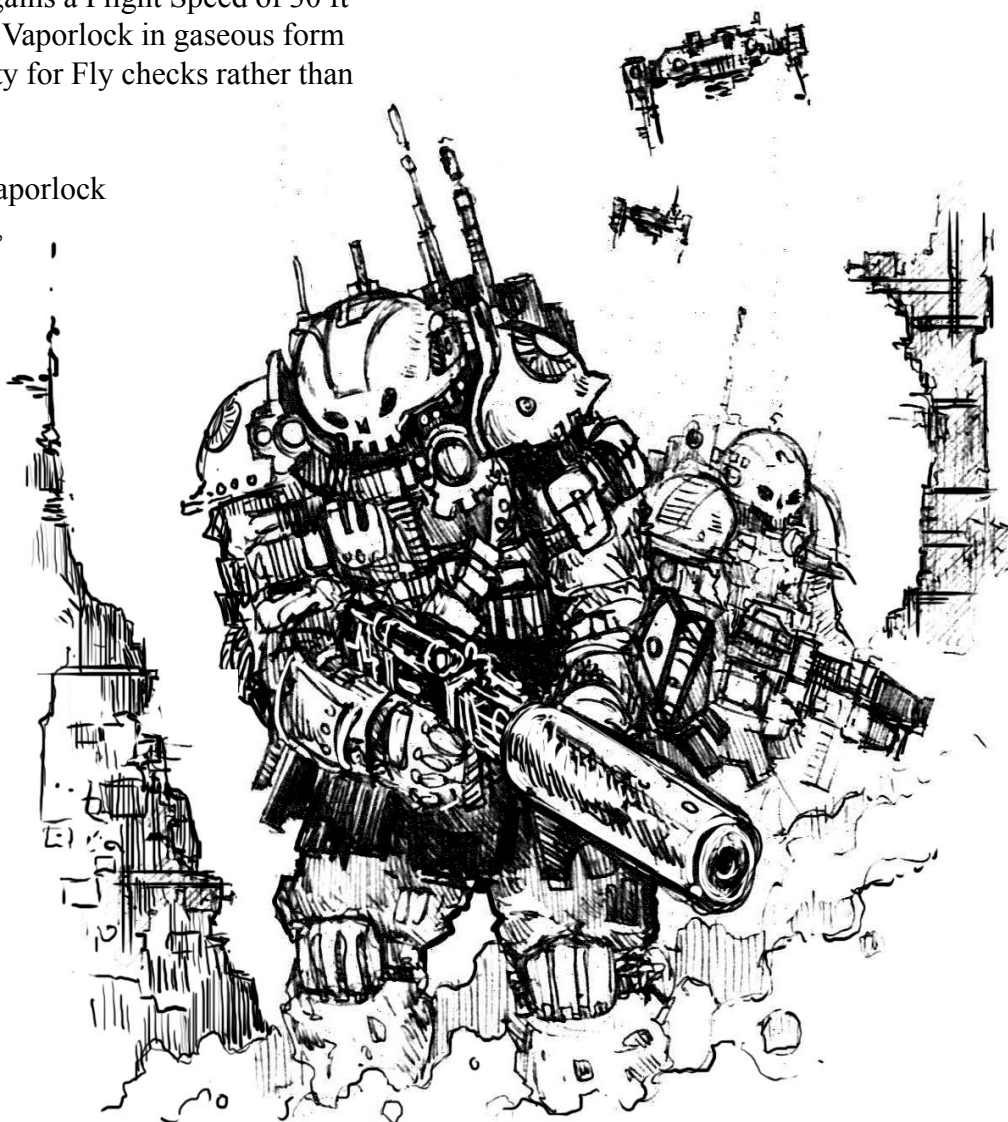
The Vaporlock's bio-mechanical encounter suit is extremely durable, providing the mutant with Great Fortitude as a racial bonus feat.

### **Natural Armor (EX)**

The Vaporlock's steel chassis provides the mutant with a +4 natural armor bonus to Armor Class.

### **Tremorsense 30 ft (EX)**

Due to their gaseous form, Vaporlocks are especially sensitive to vibrations, providing the mutant with Tremorsense with a 30 ft radius.





# **ALTERNATE VAPORLOCK**

## **RACIAL TRAITS**

Vaporlock encounter suits come in a variety of shapes and forms, limited only by the creator's budget and technical acumen. Many Vaporlock might display atypical abilities.

### **Armored Skin (EX)**

**Replaces:** Natural Armor, modifies ability score modifiers

Rather than a bulky, bio-mechanical chassis, the Vaporlock's encounter suit is composed of a uniform, dense Kevlar/polymer skin that resembles elephant hide.

The Vaporlock does not receive a natural armor bonus to AC, but does not suffer a racial penalty to its DEX score. The Vaporlock gains DR 2/- against bludgeoning damage.

### **Core Vent (EX)**

**Replaces:** Ghost Out

The Vaporlock is tied firmly to its encounter suit, but can vent some of its core mass from specially designed apertures in the suit's chest and shoulders. By voluntarily suffering 3d6 points of HP damage, due to the loss of bio-gas, the Steamer can unleash a 30 ft line of tornado force winds.

This is effectively a 'remote' Bull Rush initiated by the Vaporlock, with a Combat Maneuver check result equal to 20 + the Vaporlock's CON modifier. If this overcomes the CMD of a character within the line, they are pushed back 5 ft, plus 5 ft per every five points by which the Vaporlock overcame their CMD.

Creatures knocked back suffer 2d6 points of bludgeoning damage, plus 1d6 points for every additional 5 ft traveled (maximum 10d6) and are prone. Creatures struck by unattended objects caught in the gale suffer additional damage based upon that objects size. Using the Core Vent special attack is a standard action.

### **Crude Encounter Suit (EX)**

**Replaces:** Encounter Suit

The Vaporlock's tank-like "heavy suit" encounter suit is an early prototype of the technology that would later become standard in Vaporlock chassis. The Vaporlock's armored encounter suit is immune to the effects of critical hits or stunning.

However, the Vaporlock gains the Unhealing racial quality. They do not heal damage naturally, and healing spells and effects only have half the normal effect when used to benefit them.

### **Iron Will (EX)**

**Replaces:** Great Fortitude

The Vaporlock's strong mind was the only thing that allowed them to survive when their body turned to vapor. The Vaporlock gains Iron Will as a racial bonus feat.

### **Ionized Plasma (SU)**

**Replaces:** Ghost Out

The Vaporlock's consciousness is tied firmly to its encounter suit, but with a thought, the mutant can incite an electrical discharge within his gaseous substance, which vents as star-hot plasma.

The Vaporlock gains a natural ranged attack that inflicts 2d6 energy damage, which has a maximum range of 30 ft and no range increment. This energy damage is either Fire or Electrical, chosen when this power is first gained. The Vaporlock gains Energy Resistance 5 against the chosen energy type.

### **Naturally Psionic (EX)**

**Replaces:** Tremorsense 30 ft

Being a disembodied consciousness has awakened the true potential of the Vaporlock's mind. The Vaporlock gains the Naturally Psionic and Psionic Aptitude racial traits.

#### *Naturally Psionic (EX)*

Vaporlock gain the Wild talent feat as a bonus feat at 1<sup>st</sup> level. If the Vaporlock takes levels in a psionic class, it instead gains the Psionic Talent feat.

#### *Psionic Aptitude (EX)*

Whenever the Vaporlock takes a level in a psionic class, it can choose to gain an additional power point instead of a hit point or skill point.

# **THE XENOBREED**

## **Medium Aberration [Bleeding Ghost, Shapechanger]**

During the early 1970s, radio telescopes in the Philippines detected a data-burst from the region of space that would come to be called The Galactic Scar. Once decoded, the data-burst resolved into two messages. The first, the equations for stable cold fusion reactions, which convinced American scientists whoever sent the message was benevolent. The second, a complete map of an artificial gene-sequence that could be inserted into the human genome.



Sometime after Watergate, Puzzle Ops followed the alien instructions, breeding a handful of alien-human hybrid children in an isolated experimental station in Utah. The theory that whoever sent the message was benevolent was quickly disproven as the hybrid children killed their way free of the Puzzle Ops facility and escaped to California. The hybrids were designed to easily assimilate into the human population, and were designed for exponential growth. Though Puzzle Ops gene-cleaners and repurposed Watchtower assault mecha were able to eliminate most (maybe even all) of the initial escapees, the damage had been done. The Xenobreed genome had entered the human gene pool.

### **Appearance**

Xenobreed hybrids are outwardly human, and might appear to be any age, sex, or race. They are comfortable in a wide variety of situations and have an easy acceptance of different cultures and people—natural born travelers and xenophiles (or expert spies, depending on your point of view).

However, their human shape is only a convenient disguise. Beneath the skin, alien organs give the hybrids phenomenal physical and metamorphic gifts. When aroused, afraid or sufficiently furious, Xenobreed transform into their monstrous true state, which resembles some kind of bastardized amalgam of human and Bleeding Ghost traits.

In their true form, Xenobreed are lithe, semi-bipedal reptilians. Their scaly hides are covered in a swirling mosaic of black, bronze and brown scales. The crown of their heads are sheathed in gnarled, crown-like horns made of biologically grown alloys, the same bio-alloys that give the race their phenomenal durability and inhuman strength. Xenobreed legs are digitigrade, increasing the hybrid's speed and agility dramatically. When hunting, Xenobreed are as comfortable on four limbs as they are two, and drop down into a cheetah-like crouch when extra speed is necessary.

### **Reproduction and Biology**

Some Xenobreed are aware of their alien heritage. Most are not, though all grow up feeling uncomfortable in their own skin, like their gender,



their race, their basic humanity is an ill-fitting suit. A subconscious desire to break free of their false human skin leads many Xenobreed to embrace body modification, ranging from the mild (tattoos and piercing, cosmetic surgery) to the extreme (transhuman experimentation and medical gender reassignment) before they discover their true metamorphic talents.

Xenobreed are driven by an instinctive drive to procreate, to spread their genome. They seek out a variety of fit, human lovers, preferring intelligent, healthy, reasonably attractive humans successful in their chosen fields. Men of the species remain unaware of their alien heritage for longer than female Xenobreed, as Xenobreed pregnancies are often terrifyingly short. A male Xenobreed might have a one night stand and never see his lover again, unaware that she is undergoing a dangerous alien pregnancy that comes to term in only a few short weeks, while female Xenobreed are denied the luxury of ignorance.

First generation Xenobreed children mature fast and learn phenomenally quickly, reaching maturity in less than five years. Later generation Xenobreed/human hybrids have longer pregnancies (though still shorter than the nine month human norm) and more normal childhoods, the better to establish a secret hybrid presence on Earth. Xenobreed mutations can persist over several generations; a seemingly human child or grandchild of a first-gen Xenohybrid offspring might appear normal at birth, only to display alien gifts at puberty.

## **Homelands and Culture**

Exponential spread.

Xenobreed were designed to quickly and efficiently infiltrate humanity, and rapidly increase their numbers. The escaped hybrids fled initially to Los Angeles, and from there, spread out across the world. Xenobreed have an instinctive aversion to each other's company and have no real culture of their own. The oldest surviving Xenobreed mimic human behavior and human emotions, while younger hybrids are more fully human, though they too struggle against the alien impulses encoded in their blood.

## **As Soldiers**

Xenobreed are designed, by nature and psychology, to be stealthy, urban predators. They prefer hit and run strikes and indirect action to frontal assaults. Most grow up as criminals and are dangerously good at what they do. Those who gravitate into black ops are valued for their dispassionate approach to wetwork, their shapechanging talents and their ability to sense other Bleeding Ghosts.

## **XENOBREED RACIAL TRAITS**

All Xenobreed have the following racial traits.

### **Size and Type**

Xenobreed are Medium Aberrations with the Bleeding Ghost and Shapechanger Subtypes. As Medium creatures, Xenobreed have no special bonuses or penalties based upon their size.

### **Fast Speed (EX)**

Xenobreed have a base landspeed of 40 ft. They must assume Full Transformation into their true, hybrid form to move faster than 30 ft.

### **Climb Speed (EX)**

Xenobreed have a Climb speed of 30 ft; they must assume either Partial or Full Transformation, into their true, hybrid forms in order to climb.

### **Ability Score Modifiers**

+2 to any one ability score of choice

Xenobreed are as diverse as any human, and might manifest a variety of gifts.

### **Adaptive Learner (EX)**

Xenobreed learn quickly and adapt to changing circumstance easily. They are comfortable in virtually any situation, and know how to turn events to their advantage.

Xenobreed do not have to allocate all of their skill points or feats gained during character creation or any time they gain a level. They may, at any point in the game, suddenly allocate these skill points or feats. Doing so is a free action, and the Xenobreed can use the ability normally from that point onward.

If the Xenobreed belongs to a class with selectable class abilities (such as a Rogue talent or a Paladin mercy), the Xenobreed may also choose not to allocate the class ability immediately. The Xenobreed can later assign the class ability as a free action and begin using the new ability normally.

### **Blood Scent (EX)**

Xenobreed gain the *scent* special quality; they can distinguish creatures with the Bleeding Ghost subtype by scent alone, if they merely come within 30 ft of one. The Xenobreed can use her scent ability to detect (though not pinpoint) invisible or otherwise concealed Bleeding Ghosts.

### **Darkvision 90 ft (EX)**

Xenobreed have Darkvision with a phenomenal range, but only gain access to this power when they assume Partial or Full Transformation into their hybrid form.

### **Hybrid Form (SU)**

Xenobreed can transform themselves into their true, monstrous form by an act of will. The Xenobreed can transform wholly or partially. In partial form, their limbs elongate and become clawed, and a scaly skin crawls across their body, though they are still recognizably human. In full hybrid form, the Xenobreed becomes a crouched, panther-like monster that strongly resembles a fearsome Bleeding Ghost warrior.

The Xenobreed can assume either alternate form at will, but may not assume either alternate form while fatigued or exhausted.

### **Partial Transformation**

The Xenobreed can assume her Partial Transformation as a swift action while in human form.

In her Partial Transformation, the Xenobreed gains access to her Climb speed and Darkvision. In addition, she gains two claw attacks as primary natural attack that inflict  $1d4 + \text{STR modifier}$  points of slashing damage (20/x2). Her slightly thickened hide provides her with a +1 natural armor bonus to Armor Class.

While in Partial Transformation, the Xenobreed suffers a -5 racial penalty on CHA based

skill checks (except Intimidate) against non-Blooded Ghost humanoids, and a -5 racial penalty on Handle Animal checks; her hybrid nature repulses and frightens animals.

### **Full Transformation**

The Xenobreed can assume her Full Transformation as a standard action while in human form, or as a move equivalent action while in Partial Transformation.

In addition to gaining all the benefits of Partial Transformation, the Xenobreed gains her Fast Speed. Her claw attacks inflict  $1d6 + \text{STR modifier}$  points of





slashing damage (20/x2), and her natural armor bonus to AC increases to +3.

Once, during her Full Transformation, the Xenobreed can enter a Kill Frenzy as an immediate action. The Kill Frenzy functions identically to a Barbarian's rage class ability, as well as providing the Xenobreed with the pounce racial quality. At the end of the round, the Xenobreed returns to her fully human form, and is *exhausted* for one minute.

In addition to the penalties of Partial Transformation, the Xenobreed cannot use the aid another action, nor can she benefit from aid another or flanking bonuses provided by non-Bleeding Ghost humanoids.

## **ALTERNATE XENOBREED** **RACIAL TRAITS**

The artificial genome that created the Xenobreed species is fairly stable, but a few Xenobreed display specialized adaptations.

### **Draconic Xeniform (EX)**

**Modifies:** Hybrid Form (Full Transformation), Creature Type

The Xenobreed is a product of draconic DNA rather than Bleeding Ghost genetics, a result of a second signal received from the Galactic Scar, and put into practice before the Bleeding Ghost's deadly genetic Trojan Horse ploy became apparent.

The Xenobreed is a creature of the Dragon type rather than an Aberration, though she still possesses the Bleeding Ghost and Shapechanger subtypes. While in her Full Transformation, the Xenobreed is a creature of glossy ebony and algae-green scales, and her skull is crowned with ram-like horns.

While in her Full Transformation, the Xenobreed can use a breath weapon as a standard action. This breath weapon takes the form of a 30 ft line of acid, that inflicts 5d6 acid damage (REF DC 12 + CON modifier). Doing so ends the Xenobreed's transformation and returns her to her human form. The Xenobreed is *exhausted* for one minute after using her breath weapon.

This ability replaces the standard Xenobreed rage.

### **Eyeless Xeniform (EX)**

**Replaces:** Darkvision 90 ft

When the Xenobreed assumes either Full Transformation, she becomes blind, as smooth chitin plates grow over her eyes. The Xenobreed gains Blindsight 30 ft while in Full Transformation; she retains normal human vision, and does not gain Darkvision, while in her Partial Transformation.

### **Hulking Xeniform (EX)**

**Modifies:** Hybrid Form (Full Transformation)

When the Xenobreed assumes her Full Transformation, she becomes a larger than normal hybrid.

She becomes Size Large in Full Transformation, gaining a +2 size bonus to STR, but a -2 size penalty to DEX. She suffers a -1 size penalty to AC and attack rolls, but receives a +1 size bonus to Combat Maneuver checks and CMD. While in this large form, her two claw attacks inflict 1d8 + STR modifier points of slashing damage. This is a purely physical transformation, and does not affect the Xenobreed's gear.

### **Naturally Psionic (EX)**

**Replaces:** Adaptive Learner

The Xenobreed's mental gifts manifest as innate psionic talent rather than accelerated learning potential. The Xenobreed gains the Naturally Psionic and Psionic Aptitude racial traits.

The Xenobreed gains the Wild Talent feat as a bonus feat at 1<sup>st</sup> level. If the Xenobreed takes levels in a psionic class, she instead gains the Psionic Talent feat. The Xenobreed gains the Psionic subtype.

Whenever the Xenobreed takes a level in a psionic class, she can choose to gain an additional power point instead of a hit point or skill point.

# NEW SUBTYPES

## Anthro

Anthros are humanoids or monstrous humanoids with animal traits. Most Anthros possess Darkvision 60 ft and many also have the Scent special quality.

All the creatures created with *Fursona: The Definitive Guide to Creating Anthropomorphic Characters* (Otherverse Games, 2010), have the Anthro subtype.

## Bleeding Ghost

Beings with the Bleeding Ghost subtype are the ancient enemies of the Culture, and often possess the shapechanger subtype, as well. They possess the Blood Scent special racial quality.

*Blood Scent (EX):* Bleeding Ghosts gain the *scent* special quality; they can distinguish creatures with the Bleeding Ghost subtype by scent alone, if they merely come within 30 ft of one. The Bleeding Ghost can use her scent ability to detect (though not pinpoint) invisible or otherwise concealed Bleeding Ghosts.

*Location:* Senses *Format:* Blood Scent

## Cyborg

Monstrous Humanoids with the Cyborg subtype have been mechanically augmented. Cyborgs have the following qualities.

- Cyborgs possess Darkvision 90 ft and low light vision. They can receive unencrypted wi-fi/cellular/television and radio signals, as well as similar higher-tech types of signal.

*Location:* Senses  
*Format:* Darkvision 90 ft, lowlight

vision, wifi/cellular/television and radio reception

- Cyborgs are immune to drowning, suffocation, vacuum, hunger, thirst, the sickened and nauseated conditions, death effects, ability drain and energy drain.

*Location:* Immunities *Format:* Cyborg Immunities

- Cyborgs have the Unhealing special quality. They do not heal damage naturally, and healing spells and effects only have half the normal effect when used to benefit them.

*Location:* Special Qualities

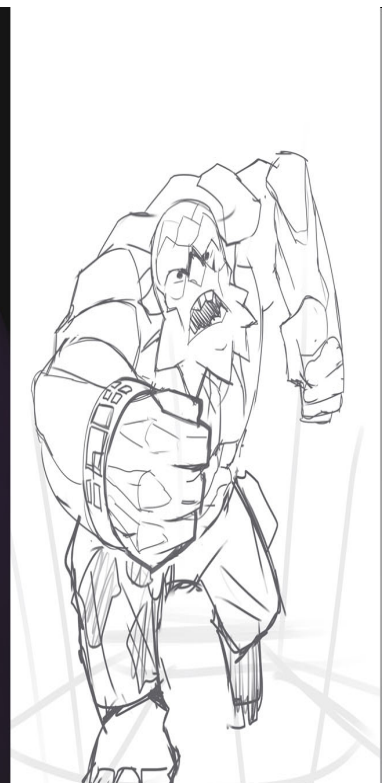
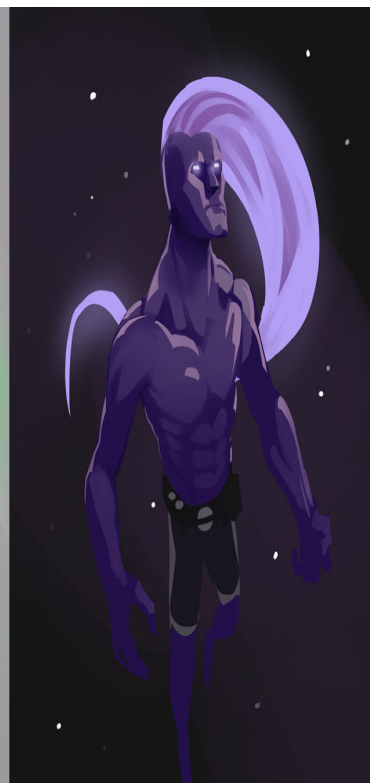
- Most Cyborgs have a +4 natural armor bonus to AC or better.

## Mutant

Mutants are highly evolved and often physically deformed super-humans, considered freaks and monsters by baseline *homo sapiens*. This subtype usually is applied to humanoids and monstrous humanoids, but not always.

## Patriot

Creatures with the Patriot subtype owe their origins to genetic tampering by the US military's highly classified "Patriot Medical" super-soldier program.





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