

Expanded Races

The Cityborn

Chris A. Field



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3.5 SYSTEM COMPATIBLE



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Expanded Races: The Cityborn

A Micro-Sourcebook for the Psi-Watch Campaign Setting.

Written by Chris A. Field

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“If man realizes technology is within reach, he achieves it, almost like it’s instinctive.”

-Major Kusanagi, Ghost in the Shell (1996 film)

The Cityborn are the next evolution of humanity- *homo sapiens urbis*- a creature uniquely adapted for life in cities. The Cityborn are a reaction to an increasingly polluted and industrialized world, an adaptive, post-human species designed to thrive on crowds, chaos and noise, who breathe diesel fumes and bleed liquid silicon. The first Cityborn were recorded during the early 1950s, their evolution likely sparked by the first atomic tests.

So why are there secret histories of the world that include reliable accounts of Cityborn at the dawn of the Industrial Revolution?

Cityborn (Early PL 7)

Medium Humanoid (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 Blooded 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 to it 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.



Cityborn mutants 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 mutants as urban operatives, and after the Patriot Ivories, 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.

Appearance

"It appeared on my belly three nights ago, and it's been rising towards my throat ever since. The font's getting bigger, the color brighter, it was this pale orangey color, and now it's almost glowing red. So whatever it means, its happening soon, and it's going to affect a lot of cities. Now, all I have to do is figure out what the phrase "...like lost rats...." means before whatever it is ends up on 24 hour CNN coverage."

*-Nathan Vegas, Cityborn street shaman.
Today, verging on tomorrow.*

Cityborn can automatically pass for human, especially Asian and Indian humans. These post-humans are almost indistinguishable from baseline humanity, though their appearance is often tied closely 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.

Many Cityborn are covered in an ever-shifting canvas of sigils and enigmatic phrases that cover their bodies like tattoos. These randomly chosen bodily decorations both reflect the Cityborn's location (such as a Cityborn working in Dubai being covered in Arabic lettering) as well as enigmatic hints of future events that might affect the foundation of The City. The phrase "47% of America" appeared enigmatically nearly a month before the first Presidential primaries, and even the most forward thinking Cityborn had any clue what it meant before it hit the news. Other markings are less important, and reflect pop-cultural trends and memes, days or weeks before they hit public consciousness.

These tattoo-like markings most commonly cover the Cityborn's chest and shoulders, where they can be most easily concealed by clothing. If a particular precognitive tattoo is especially important, it migrates to harder to conceal locations; the hands are particularly important, and messages scrawled on the neck are critically important. Words like "the levies" and "Fukushima Daiichi" appeared on the throats of Cityborn across the world in the days immediately before Hurricane Katrina made landfall and the March 2011 earthquakes occurred.

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 & Biology

"MOI, I'd been hearing rumors there's a Citywomb growing in Atlanta, somewhere around Olympic Park, for a while now. A couple of homeless spotted something, and one of the local cops- one of our stringers- confirmed it last night. The thing's about 3 meters across, mostly asphalt composition. Weirdest thing is there's a neon bar sign growing out of the top end, blinking red and purple. It spells out "Rudolph" and "jewel without value". No idea what that means, but if this Citywomb follows pattern, it's significant. X-ray reveals a humanoid figure within, and Atlas meta-surgeons will be cutting into it this morning."

*-Internal memorandum, Puzzle Ops
Scholarship Division: Atlas Protocol subgroup.
Late spring, 1994.*

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 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.

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.

Born Out of Tarmac

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.

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.

Ariel Atlanta is one of The Atlas Protocol's greatest success stories. Her womb was discovered under Atlanta in 1994, and over the next few years, she was trained as one of Puzzle Ops most effective urban infiltrators. Taken too early from her womb, she was unable to stop the Olympic Park bombing (nor the related bombing of an Atlanta abortion clinic and nightclub), though she was able to prevent a greater tragedy. Atlanta singlehandedly annihilated the **sixth Ghost of Babies Past**, an undead horror from another reality, who had crossed dimensions to spread his unique breed of terror. She buried what was left of the monster six hundred feet beneath the Atlanta sewer system, trapping its endlessly regenerating remains in the tattered citywomb that birthed her. It was a touch of irony that appealed to the wounded City within Ariel.

In Otherverse America: The Secret of Genesis

*References Guide to the Known Galaxy
(Otherverse Games, 2008)*

Despite the popular theory that Cityborn only evolved at the dawn of the Atomic Age, Cityborn have been a part of the world's secret history since the dawn of the Industrial Revolution and possibly longer- a medieval manuscript mentions a cryptic "Saint O' the Press' who bears all the hallmarks of being one of Earth's earliest Cityborn. However, the roots of the Cityborn species go back much farther- they stretch back to nearly the birth of the Multiverse itself.

The Genesis, the god of technology and progress, is the 'father' of the Cityborn race. As intelligent life began evolving throughout the Third Universal Iteration, the Genesis seeded both DNA and evolving consciousness with the potential to birth Cityborn (or Cityborn-like humanoids). As species evolved the capacity to innovate, the likelihood of Cityborn-like births increased. As species mastered cyber-augmentation, space travel,

FTL communications and other benchmarks, the possibility of new Cityborn births became an inevitability.

The great City that Cityborn see in their dreams is a representation of the Genesis' view of a perfect universe. Thousands of such worlds exist across the multiverse, vast planetary circuits, each a vital part of the Genesis' pan galactic machine. Each planetary City is both complete in and of itself and a part of a vast universal gestalt.

The Cityborn 'virus' spread to the Psi-Watch reality from the Otherverse America reality, carried in the blood and sperm and breath of Culture conquistadors, time-crossing Metamorphosis North black operatives and Lifer refugees fleeing their home dimension. The presence of this pan-dimensional viral load accelerated the natural course of Cityborn births.

In the Otherverse America campaign setting, Cityborn characters are modified in the following way.

Lifechained (EX)

Cityborn gain the Lifechained subtype, and gain Awakened Heritage (Genesis) as a racial bonus feat, even if they do not meet the prerequisites.

Guess what, this also applies to Psi-Watch's Cityborn heroes. Of course, given the relatively rarity of Lifechained predators, this subtype rarely comes into play. Of course, that doesn't mean that Psi-Watch Cityborn are safe. Their first encounter with a Lifechained predator, like a *Sniper Lime* or *Scorpion Mirage*, should come as a deadly surprise. All of a sudden, the Cityborn hero, who previously assumed he was Earth's most evolved predator, comes up against something far deadlier, and targeting weaknesses the Cityborn didn't know he had.

Assuming the Cityborn character survives, allow them to consciously access Awakened Heritage (Genesis) at the conclusion of this encounter.

Extraterrestrial Cityborn

Cityborn are a galactic phenomena, not one limited to a single planet, no matter how important. Players wanting to play alien-born Cityborn can do so, with gamemaster approval and a little conversion work. Apply both the Cityborn and the desired alien's racial traits to the character, but apply only the Cityborn's racial ability score modifiers.

Population Benchmarks

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

| 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 scent and the Track feat; Blessing of the City Activates |
| 5,000,000+ | Becomes immune to starvation, thirst, poisons |

Cityborn Racial Traits

Size and Type

Cityborn are Medium Humanoids. As Medium creatures, they receive no special bonuses or penalties due to their size.

- A Cityborn's normal base landspeed is 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 ordinary humans, Cityborn may add +2 to any ability score of choice at character creation. Cityborns are a highly adaptable, versatile and unpredictable species.

Atlas Protocol Alternate Racial Package

You were removed from your artificial womb early, by Puzzle Ops surgeons, and trained as a spy- the ultimate urban combat operative.

- Atlas Protocol Cityborn may not apply their floating racial modifier to either their WIS or CHA scores.
- Alpha Protocol Cityborn receive a cumulative +1 racial bonus on Hide and Move Silently (Steath) checks while in urban areas per each 500,000 inhabitants (maximum +5 bonus).
- While within a city within at least 5 million, Alpha Protocol Cityborn receive a +1 luck bonus to Defense/Armor Class; at 10th level, this increases to +2.
- Alpha Protocol Cityborn are in the Young Adult age category.

The Alpha Protocol trait replaces the normal Cityborn racial skills and modifies its racial ability score modifiers.

Racial Skills

The Cityborn are optimized for urban life. Cityborn characters receives a +4 racial bonus on Craft (structural), Drive, Gather Information and Knowledge (civics) (streetwise) 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.

Enhanced Senses

The Cityborn receives *low light vision*. Additionally, when when in any urban area with a population of at least 1 million, she gains the *Scent* special quality, as well as temporary access to the Track feat. She may track by scent alone.

Exotic Anatomy (EX)

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

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.

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.

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

One Planet, One Power

If using the One Planet, One Power rules, Cityborn heroes have **Terraformer** as their racially favored talent tree.

Cityborn Starting Talents

"You've never fought anything like me, Sully. I'm a whole fucking city, and everyone of us in here hates you, you city killing son of a bitch."

-Ariel Atlanta, Cityborn vigilante. The Quebec Mission, 1999

Backdoors (EX)

Prerequisite: Knowledge (streetwise) 1 rank, CHA 13+

You are adept at getting into places where you really shouldn't be. You add your CHA modifier to Hide and Move Silently checks to sneak past guards, sneak into restricted areas. You receive a +1 bonus on Bluff checks made to convince an authority figure that you really belong in a restricted area.

City Mover (EX)

Prerequisite: Expert or Social starting roles.

You've spent your whole life in ultra-crowded, fast paced mega-city and know no other way to live. You may move through crowds of indifferent, or non-hostile NPCs at your full base movement rate, regardless of how densely packed the mass of humanity is.

Criminal Memetics (EX)

Prerequisite: Cityborn race

Your brain is hardwired to instantly process symbolic information encoded in the almost DNA-like and rapidly changing language of criminal graffiti. You automatically succeed on Knowledge (streetwise) checks to identify graffiti, signs and gang colors and to determine the territory and membership of local gangs.

Collateral Aegis (SU)

Prerequisite: Cityborn race, game master approval

Your first and foremost duty is to protect The City, and its inhabitants, even if they don't realize they're citizens of The City yet. The **Bomb Season** and **Over-Penetration** rules modifications do not apply within 500 ft of you. This starting talent is only applicable in campaigns where these rules

The following rules modules, originally presented in the Otherverse America Game Master's Guide, are a natural fit for any campaign with a majority of Cityborn heroes. Both these rules kill cities, kill civilians, turn battles bloody and terrifying and make preventing the collateral damage of prime importance for Cityborn heroes.

Bomb Season

Soldiers and civilians alike fall to high explosives.

Modification

Double the damage dice and blast radius of any placed explosive, such as bombs or landmines, including nuclear and post-nuke weapons. This does not increase skill checks necessary to construct or place the device.

When to Activate this Mod?

This rules mod makes a terrorist bombing a lethal threat for even a cadre of high level metahumans, and makes collateral damage a certainty. Heroes may be less willing to place bombs knowing the risk of catching civilians in the blast, despite the attractiveness of the tactical possibility. The real bad guys, on the other hand have no such scruples. Finally, this rule makes nukes really, really scary.

When to Deactivate this Mod?

If a city or two gets nuked by careless player characters, you might want to tone down the power of explosives in your campaign.

Over-Penetration

Firefights become deadlier for non-combatants caught in the line of fire.

Modification

When any ranged attack reduces a target to 0 HP or fewer, excess damage continues to travel along the same trajectory until it passes out of the weapon's first range increment. Any character or object in the line of fire suffers excess damage from the original shot.

If a character misses with any ranged attack, that attack continues to travel in a straight line past the missed target. It inflicts full damage on any creature or object it strikes until it moves past the weapon's first range increment.

When to Activate this Mod?

Game masters should incorporate Over-Penetration any time they want to make firefights more dangerous to nearby civilians and non-combatants. If the players are cocky or cavalier about killing civilians, adding Over-Penetration to the campaign for a few sessions might break them of some bad tactical habits. Games emphasizing the horrors of war should incorporate Over-Penetration.

Also, adding Over-Penetration to a firefight in a closed environment, such as a space station or aircraft, ratchets up the tension. If Over-Penetration is common in your games, your players will probably start taking the same steps real world police and soldiers do to solve the problem: select low velocity rounds, use expanding hollow points, and chose firearms with shorter range increments.

When to Deactivate this Mod?

Deactivate Over-Penetration if you want more cinematic, faster moving battles. Over-Penetration is fine for a fairly realistic military sci-fi campaign, but is out of place in an anime-inspired supers campaign.

modifications are in common use, and are of little or no use in a campaign without these rules modifications.

Demographic Inventory (SU)

Prerequisite: Cityborn race

Your eyes roll back in your head, and your body shakes, as your consciousness disappears into the city. You may spend an action point as a full round action to receive an exact count of the species and number of lifeforms of size Medium or larger within any given settlement, down to individual creatures. You do not receive any knowledge of their exact location within the city, but this knowledge might help you narrow a search, or isolate potential threats, such as a cell of Blooded Ghost terrorists infiltrating a city.

Note that the GM should really just gloss over unimportant species- this ability provides an exact count of dogs, for instance, but that is rarely relevant. Simply saying, something like “In addition to the normal animal life found in any large urban area, you get a count of about 2.5 million humans, 5 Challengers, a pair of Culture, and one Steamer.” Of course, if players are looking for something specific, they can ask questions, in a somewhat go-fish manner, and the GM can improvise from there.

Linguistic Familiarity (EX)

Prerequisite: Expert or Social starting role, ability to speak at least 3 languages

You are familiar with a wide variety of cultures, and deal with immigrants, tourists, travelers and nomads on a daily basis. You’ve learned to quickly place accents.

After five minutes of conversation with any sentient humanoid or monstrous humanoid, you can attempt a DC 10 Sense Motive check. If the check is successful, you can correctly identify the character’s country and region of origin (or planet of origin). You also get an idea of how long (based on linguistic cues) the character has lived in the current area. If this check fails, you may not retry this check for 24 hours against the target.

Local Hero (EX)

Prerequisite: Knowledge (streetwise) 1 rank

Choose a small city or distinct neighborhood within a larger city, where your exploits are well known and where you get respect from the inhabitants. Your reputation bonus is doubled within this area, and you receive a +2 competence bonus on Spot checks made to detect unusual activity in the region.

Machine Medic (EX)

Prerequisite: Cityborn race, Repair 1 rank

All machines, large and small are components of the City, organelles within the great inorganic body. You can diagnose and correct flaws within The City’s mechano-biological body. You receive a +3 racial bonus on Repair skill checks made within any city with a population of at least 500,000. In addition, you may use the Repair skill to treat another Cityborn’s injuries, rather than the Treat Injury skill, and do not take a penalty on this check due to the strangeness of the Cityborn’s anatomy.

My City Bleeds (SU)

Prerequisite: Cityborn race

You have a special hatred of those who destroy cities, and hunt terrorists like an anti-body hunts viral cells. You receive a +1 trait bonus on melee damage rolls and Intimidate checks against ‘citykillers’.

Citykillers are defined as any character who intentionally uses a WMD against an urban area, uses an explosive or heavy weapon that inflicts at least 10 dice of damage in an urban area (including spells or innate abilities that inflict more than 10 damage dice) or those whose actions indirectly harm cities. This might be a politician whose policies depopulate a city or destroy its economy, a disaster relief expert who embezzles funds meant to provide for a city’s defense. The gamemaster ultimately decides whether a character is a citykiller or not.



Precognitive Memes (SU)

Prerequisite: Cityborn race, INT 11+

The memetic tattoos covering your body are exceptionally comprehensive- the ratio of usable data to junk data is much greater, but when dealing with the future's catchphrases and buzz words figuring out which is which is never easy. You receive a +3 racial bonus on Knowledge (popular culture) checks.

The gamemaster should use this ability to feed clues and foreshadow major campaign events, though figuring out exactly what the foreshadowing means should never be easy. For instance, if the gamemaster knows that midway through her campaign, a major Culture invasion will take place, she might have the Culture word 'victory' appear on the chest, gradually moving slowly towards the throat, of a Cityborn player. Finding out how to translate an alien language that noone on Earth speaks should be an adventure in and of itself.

Racial Flux (EX)

Prerequisite: Cityborn race, CHA 11+

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 or mostly humanoid species.

Street Cred (EX)

Prerequisite: Expert or Social starting role, Knowledge (streetwise) 1 rank

You are well known among the criminal community, and have a good reputation with drug dealers, arms merchants, fences and other scum. Your Wealth bonus is considered to be 2 higher when purchasing any item with a restriction rating of Illegal.

Street Dealer (EX)

Prerequisite: Criminal Starting Occupation

Your product is widely regarded as the best shit on the street. You receive a +1 bonus on

Knowledge: streetwise and Craft: chemical or pharmaceutical checks.

Urban Druid (SU)

Prerequisite: Cityborn race, Modern Spellcaster levels

Requires The Modern Spellcaster Basic Class, Otherverses Games, 2012

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 Personification (SU)

Prerequisite: Cityborn race, WIS 11+

You can summon the spirit of the city itself, a kind of oracle of concrete and twisted rebar, with eyes of broken taillights. This avatar takes the form of a humanoid sculpture of found objects, roughly humansized, though in especially large urban areas, such as NYC or Tokyo, this avatar might top 20 ft tall or more. The avatar has an initial attitude of indifferent towards you, and may have its attitude improved with successful Diplomacy checks.

This avatar knows any information known by at least 100 creatures within the target city, and if its attitude is improved to at least helpful can share this information with the Cityborn. The Urban Personification ability can be used once per day- each conversation with the Personification requires at least 1d4+1 hours- its thought processes are like nothing human, and its conversations are rambling and recursive.

Urban Shaman (SU)

Prerequisite: Cityborn race, Modern Spellcaster levels

Requires The Modern Spellcaster Basic Class, Otherverses Games, 2012

Your powers connect you to the ley lines running beneath major cities, and your powers let

you tap into the collective unconscious of all urban infrastructures. You may safely overcast Divination spells one level higher than normal if you cast the spell within a city with a population of at least one million.

Viral Colonizer (EX)

Prerequisites: Colonist or similar starting occupation, Cityborn race

You are a specific breed of Cityborn, designed to spread the 'virus of cities' to distant worlds. If you are part of the first wave of colonization to a particular world, you treat the entirety of that planet as a city with a population of at least 500,000 regardless of its actual population. You enter a hibernative trance state during travel to your colony world, but suffer no ability score damage during the trip, regardless of the duration.

WMD Prescience (SU)

Prerequisite: Cityborn race

You protect your city from the madmen who would destroy it. When you merely come within 100 ft of a concealed WMD (chemical or biological warfare agents, nuclear materials, high tonnage bombs, Lifechained biologicals, ect) you are allowed to make a Spot, Search (or Perception) check as if you were actively searching for it.

Cityborn Racial Feats

"Hassan's wired up primacord and C4 to the main doors, and has a couple of claymores beneath the window sills. I know this because the house's electrical grid told me. And oh, yeah, the power grid can feel a drain that tells us there's a pressure plate sensor about 18 inches inside the main hall. And none of that's going to be the slightest problem, because I can walk through walls."

*- Autobahn, Cityborn infiltrator.
Deployment in Kabul, August 2009*

The following feats are available to Cityborn, and further explore their connection to the world's urban ecosystem.



Battlefence (Cityborn)

The Cityborn are the City's immune system, and part of their responsibility- perhaps the most important part- is to keep the ordinary humans caught in the crossfire of superhuman warfare alive.

Prerequisites: Cityborn race

Benefit: A number of times per day equal to 3 + your WIS modifier, you can create a battlefence. This battlefence is a barrier of agitated dust and gravel, that provides 50% concealment for those on opposing sides of the barrier. The battlefence does not impede movement, but supernatural effects and ranged attacks stop instantly at the barrier, regardless of their maximum range.

Creating a battlefence is a full round action. Once created, the battlefence remains active for a number of rounds equal to your WIS modifier; the Cityborn must expend a move equivalent action each round to maintain the battlefence. The battlefence has a maximum diameter of 500 ft plus 25 ft per level, though when created, the Cityborn may choose to create a smaller battlefence.

Citybuilder (Cityborn)

The reward centers of your brain are programmed to provide pleasure and fulfillment when you enrich the urban ecosystem or spread the virus of urbanization and technology.

Prerequisite: Cityborn race, Craft (structural) 4 ranks

Benefit: As a Cityborn, and a harbinger of The City, you receive bonus XP for taking actions that spread urbanization and encourage the growth of cities. The gamemaster might add additional activities to this list, using the following XP rewards as a guideline. Each of these XP awards can be earned multiple times.

- +25 XP. Find or provide permanent residence for an immigrant or new arrival in a city.
- +50 XP. Use Craft (Structural) to repair or extensively remodel an existing structure.
- +100 XP. Be a major part (using Craft (structural) to assist in construction, be a major financial backer) of the construction of a new home or small business.
- +500 XP. Create a major art object or monument in a city.
- +750 XP. Provide a clean water source, food supply or other natural resource that allows an existing city to survive.
- +1,000 XP. Introduce new technology that improves commerce or quality of life in a city, either by invention or importation.

- +1,000 XP. Be a major part of the construction of a new skyscraper or other massive structure (shopping mall, cathedral, university, ect)
- +2,000 XP. Provide a city with a new power source or other vital resource that improves environmental conditions or allows rapid technological progress.
- +3,000 XP. Initiate policies or social changes that dramatically improve life in a city, or improve the city's economy or expand its borders.
- +5,000 XP. Be a major part of the construction of a mega-structure, such as an orbital elevator, arcology or orbital habitat.

Chaotic Redevelopment (Cityborn)

Cities grow and change, with houses, churches, businesses, schools and hospitals all being built, changing hands and eventually being torn down to make way for new structures. You have tapped the pulse of the city, and can quicken the changes occurring in your beloved city.

Prerequisites: Cityborn race, Concrete Quagmire, Craft (structural) 4 ranks, Knowledge (streetwise) 8 ranks

Benefit: You can raise permanent walls and make minor changes to the layout of buildings, which though created by psionics, look like ordinary construction. By spending an action point, you gain the ability to make minor and permanent changes to the urban landscape. Once activated, this ability remains active for a number of rounds equal to 3 + your INT Modifier. You may make one change per round, as a standard action for the duration of this effect.

You may:

- Create or demolish one wall or obstruction up to 3 ft thick by 10 ft tall.
- Create a pit, tower or hill in any single 5 ft square. You can change elevation by up to 10 ft per round.
- Change the architectural style or decoration of up to a 20 ft square room. Examples include altering furniture, paint color, the placement of windows.

- Create or remove up to total cover for one Large or smaller character.

Your ability to manipulate the city extends to your line of sight, out to a maximum 100 ft radius. You must be in a city with a population of at least 500,000 to use this ability.

Concrete Quagmire (Cityborn)

You can take telekinetic control of the substance of the city you protect, turning concrete and pavement into dangerous bogs. Pavement and concrete melts and forms whipping tendrils. Power lines, shingles, other debris seems to animate and reach out to ensnare your opponents.

Prerequisite: Cityborn race

Benefit: As a free action once per round, you can create rough terrain (halves movement rate) in up to five individual 5 ft squares visible to you and within 100 ft. You can even create rough terrain in mid-air to slow flying adversaries, if necessary. Once created, these fields remain in existence until your next turn, unless you choose to maintain the same rough terrain squares on successive rounds.

You may only use this ability in an urban environment.

Instanced Battleground (Cityborn)

Instead of merely creating a safe place for post-human combat, you shunt yourself and all the combatants into a pocket dimension, where their devastating powers can do no harm to any true City.

Prerequisite: Battlefence

Benefit: By spending an action point you can create an *instance*. You must do so at the beginning of a combat encounter, after initiative is rolled but before any creature acts. You may do so as a swift action, outside the normal initiative order. The *instance* is pocket dimension has a maximum diameter of 500 ft plus 25 ft per character level and has the same physical properties as a real battlezone, with a few exceptions. The size of the instance matches the size of the battlezone; you can choose to scan and create a smaller instance when using this power.



The only living creatures within this *instance* are those directly involved in the battle- nearby allies, non-combatants and uninvolved lifeforms are left out of the instance. Effectively, only those creatures who have rolled for initiative are transported to the instance. When the instance is created, all creatures involved are shunted to the pocket dimension, and may attempt a WILL Save (DC 20 + the Cityborn's WIS modifier) to remain in the real world.

The instance's physical properties match the physical world's properties, including light, gravity, ambient temperature and so on. However, the instance's buildings are undecorated and lack any features of the real world. For example, if a realworld building has locks or alarms, the instanced version will have neither. Doors simply slide open as characters approach them, and traps and other hazards are also not duplicated. This prevents a

Cityborn from using an instance to scout an enemy stronghold; the result would be only slightly more useful than simply reading blueprints for the stronghold.

Once the instance is created, it remains active for a number of minutes equal to the Cityborn's total character level. The creating Cityborn can also dismiss the instance at any time as a full round action. The instance also vanishes, returning all within to reality, if the Cityborn is knocked unconscious or killed. No matter how long is spent in the instance, only one round passes in real time.

Skyscraper Punch (Cityborn)

Your cities empower and protect you, and give you the strength necessary to protect them.

Prerequisite: Cityborn race, Power Attack

Benefit: When using the Power Attack feat, you inflict additional damage based upon the size of the city you are currently residing in. When fighting in any city with a population of at least one million you may add your CHA modifier as bonus damage on any attack enhanced by the Power Attack feat.

If fighting in a city with a population of at least five million, you may add both your CHA modifier and ½ your total character level as a damage bonus to attacks enhanced by the Power Attack feat.

Swimming Through Tarmac (Cityborn)

Your presence liquefies the ground, allowing you to sink down into tarmac or concrete and swim through a sidewalk as easily as an ordinary human swims through water.

Prerequisite: Cityborn

Benefit: A number of times per day equal to three plus your DEX modifier (minimum three times daily) you gain a modified burrow speed which allows you to swim through tarmac, concrete, pavement or other urban surfaces without harming it. Your burrow speed is 20 ft. Each time this ability is activated, you may burrow for up to one minute.

You cannot use this ability to burrow through natural substances, such as wood, loose soil or un-worked stone. If you are still within a solid square when your burrow duration ends, you are immediately shunted to the nearest open space and suffer 3d6 points of damage.

Urban Spider (Cityborn)

When you're in a sufficiently large alpha city, anti-gravity organs in your gut wake up, and allow to skitter across the rooftops like a spider of glass and steel.

Prerequisite: Cityborn race

Benefit: In any city with a population of at least 1 million, you gain a Climb speed equal to your base landspeed.

Unbreakable Pillar (Cityborn)

Simply touching a building allows you to become an unbreakable pillar supporting it, keeping a part of your City alive in the face of disaster or wanton destruction.

Prerequisite: Cityborn race, Craft (structural) 4 ranks

Benefit: Once per day, while touching any structure, you imbue that building with the ability to survive nuke-level detonations. While you remain in contact with the structure, it is considered to have both infinite Hardness and infinite HP, though it remains vulnerable to attacks which do not inflict direct HP damage. You can maintain contact in this manner for a number of rounds equal to your total character level.

Appendix: **The City as a God**

LN Greater God

It's possible to treat The City as a god, a meta-concept that shapes reality. In campaigns including the *Modern Spellcaster Basic Class*, The City can grant its most reverent worshippers spells and access to clerical domains, the better to protect and guide the urban ecosystem.

The City appears in the dreams of its Cityborn children, a gleaming metropolis of liquid gold and obsidian. Columns of iridescent data stream across the universe, connecting city-worlds into a universal gestalt. The City is both computer and dwelling, god and structure. The City is an aspect of The Genesis, not quite a functionary, but more like a cosmic-scale utility program. The City is the Genesis' tool, but it is also part of the God of Innovation's subtle body. Though a god in its own right, The City is not sentient, nor does it need to be. It expands, it orders, it integrates, it perfects. It does not think, not in a way comprehensible to any humanoid, even its Cityborn pawns.

| Deity | Alignment | Domains and Associated Subdomains | Favored Weapon | Portfolio |
|----------|-----------|--|----------------|---|
| The City | LN | Artifice (Construct) Community Knowledge (memory) Law Travel (trade) | Pistol | Urban development, civic infrastructure, commerce, the Cityborn race, technological evolution |

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